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ISSUE 15

JANUARY 1994

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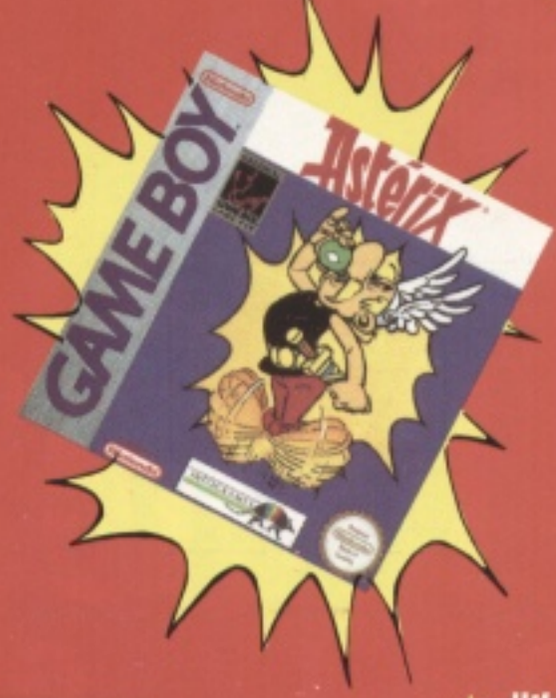

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.....WATCH OUT FOR MORE MANGA CINEMA PRESENTATIONS IN 1994.....

INDEPENDENT SUPER NINTENDO MAGAZINE
Super Play

January 1994 Issue 15

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Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

Happy Christmas! We called this special, festive *Super Play* Too Big To Handle because, as far as the Super Nintendo goes, this is a crazy boom time for releases and sales. Loads of new machines, tons of accessories and literally billions of new games will be sold. Well, maybe not billions, but certainly quite a lot.

Inside this very mag, you'll find in-depth reviews of *Macross* from Zamuse, *Aladdin* from Nintendo, *Alfred Chicken* from Mindscape, *Sensible Soccer* from Sony and many more. We could use words like bumper, jam-packed and bursting-at-the-seams, but we'll desist.

And, let's not forget that this is the first *Super Play* of 1994, and, as the SNES world never stands still, we ask 10 top software companies what they'll be up to in the New Year. So turn to page 30 to find out what you'll be buying in '94.

There's also a spot of yuletide fun with our huge competition to win a massive box of authentic, original Japanese toys, models, figures, sweets and novelties – all connected with games out in Japan at the moment. Turn to page 20 to win, win, win!

What else? Oh yes, we've got the final, vital instalment of our *Mario* Super Player's Guide. The last four issues have featured the rest of the Guide – if you put them all together, you get the most authoritative solution to *Mario All Stars* ever printed in a magazine. It'll be a collector's item in years to come.

The boys at the Nintendo Hotline are having a hectic Christmas as well. They've been kept busy tipping and beating the latest games, but they've found time to give you the low-down on the latest Nintendo news, tips and high-scores.

And, as if all that wasn't enough, there are even two seasonal guides to help you with those nerve-racking Christmas present-choosing situations. Helen McCarthy's guide to anime stuff on page 22 should equip you with all the cuteness you need, and there's a broader look at some highly desirable stocking-fillers on page 27.

All in all, there's loads in this issue. Read it, enjoy it, and have a Nincredibly good Christmas!

James Leach

James Leach,
Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
Super PLAY

CONTE

REGULARS

SUPER EXPRESS 8
We like to keep our ears to the ground (which might explain their slightly ragged appearance). That means we can give you SNES news coverage of breathtaking depth.

HOTLINE 72
Our chums at the Nintendo hotline take their phones off the hook for a moment to tell us what they've been up to this month.

GAMEFREAK 78
Super Play's gaming maharishi pulls more Super Nintendo advice from his Santa's sack-like mind.

MODE 7 80
They call it Mode 7. But in fact it's 5½ pages of lavishly researched tips. Plus! Allan Brett answers your questions.

SUPERSTORE 87
Your Christmas list looking a little short? So flesh it out with some SNES goodies from our mail order page.

PLAY BACK 88
Once again, *Super Play* readers prove that, when it comes to heated debate, there are none hotter.

BACK ISSUES 91
Incredible new section! There are so many *Super Play* back issues these days that they've expanded into a page of their own!

WHAT CART? 96
Super Play's games library bears up bravely against the continuing onslaught of new titles. If it's on the SNES, it's in here.

SUPERMARKET 102
The party atmosphere of this Christmas *Super Play* is never stronger than in these pages, where you – the readers – exchange games, money and seasonal cheer.

NEXT MONTH 106
Barely is the festive period upon us, and we're turning our minds to the New Year, and what 1994 might hold for the SNES.

ABC: 50,504

Fantasy Quest.....16

If the fact that this issue's highest scoring game, *Secret Of Mana*, is an RPG came as a surprise to you, that'll be because you haven't been reading Fantasy Quest properly. Fantasy games are the biggest-selling titles on the Super Famicom in Japan, and they're rapidly gaining favour in the West too. Fantasy Quest keeps you up-to-date on which ones are causing the biggest fuss in the Far East, and which ones are likely to get translated into English. It's unmissable!

SUPER PLAYER'S GUIDE

JURASSIC PARK
From the gaseous swamps of prehistory emerges Allan Brett with full details on where to go, who to shoot, what to collect and when to run away in Ocean's Christmas biggie. There are maps and everything, too. 74

SUPER MARIO COLLECTION
At last! With a sigh of relief that dislodged tiles from roofs three blocks away, Zy has finally made it to the end of the biggest release of the year. How? He reveals all in the concluding episode of the *Super Mario Collection* Player's Guide. 66

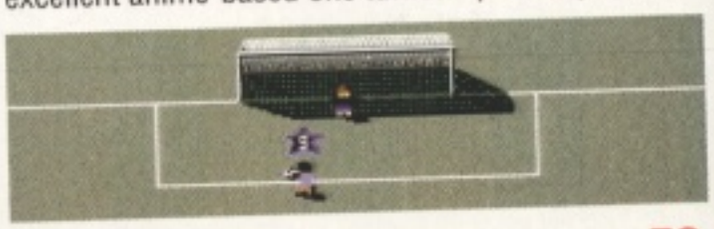
UK & IMPORT GAME REVIEWS

index

ALADDIN (UK) 32
ALFRED CHICKEN (UK) 40
ART OF FIGHTING (JAP) 51
CHUCK ROCK (UK) 65
DAFFY DUCK (UK) 42
DR FRANKEN (UK) 57
F1 POLE POSITION (UK) 59
FLASHBACK (UK) 39
LAWNMOWER MAN (UK) 38
LEGEND OF THE MYSTICAL NINJA (UK) 60
MACROSS (JAP) 36
SECRET OF MANA (US) 45
SENSIBLE SOCCER (UK) 52
SUPER BOMBERMAN (UK) 61
SUPER THE EMPIRE STRIKES BACK (UK) 48
SUPER TURRICAN (UK) 65
TMNT: TOURNAMENT FIGHTERS (UK) 54

TMNT: TOURNAMENT FIGHTERS..54
It might have the increasingly unhip Turtles in, but it's by Konami, and we reckon that, for once, this *might* genuinely be a rival to *Street Fighter II*.

MACROSS....36
Decent SNES shoot-'em-ups are surprisingly thin on the ground, so we were jolly pleased when this excellent anime-based one turned up on import.



SENSIBLE SOCCER....52
It's here, and – predictably – it's the best Super Nintendo football game yet. But why, exactly? And would *Striker* players be advised to upgrade?

ENTS

ISSUE 15

JANUARY 1994

A Bee Team Production

The Super Nintendo's best Christmas yet!

THE *ULTIMATE* CHRISTMAS STOCKING.....20

We've assembled a huge pile of fab Japanese games goodies. And we're giving it away! Are we mad? Put it down to an overdose of the old Christmas spirit.

OUT WITH THE OLD.....26

Make sure your Christmas present list features the best of 1993's games and things. To help, we've rounded them all up and presented them in cut-out-'n'-send-to-Santa form.

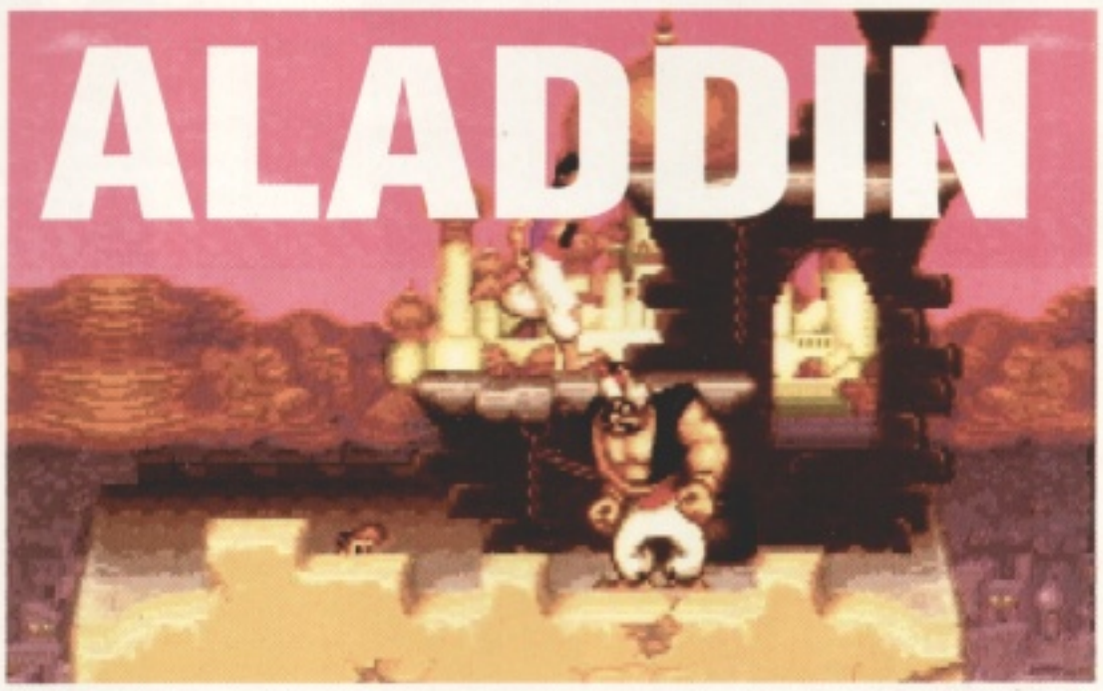
...AND IN WITH THE NEW!.....30

What does 1994 hold in store for the SNES? Top industry journo Dave Roberts talks to all the major publishers to see what their plans are.

SUPER THE EMPIRE STRIKES BACK.....48

Super Star Wars was great. But is the basically-just-more-of-the-same sequel great as well?

If you've been following our Fantasy Quest pages, this is the game you'll have been waiting for. Better than *Zelda*, and Multitap compatible, it's by far the best cart we've played for months.
SECRET OF MANA...45



Disney's film is so brilliant that anything with 'Aladdin' written on it is sure to do really well. But just what does Capcom's Super Nintendo conversion offer to the serious games player out there?

32.....

SUPER PLAY PROFILES

This month we're a Christmas tree.

SUE GRANT
All-time favourite SNES game:
First Samurai

ZY NICHOLSON
All-time favourite SNES game:
Zelda III: A Link To The Past

JONATHAN DAVIES
All-time favourite SNES game:
Super Bomberman

JAMES BLACKWELL
All-time favourite SNES game:
UN Squadron

LISA NICHOLLS
All-time favourite SNES game:
Pop'n Twinbee

JAMES LEACH
All-time favourite SNES game:
Street Fighter II Turbo

SUPER

NEWS NETWORK SUPER NINTENDO NEW

It's Christmas in Super Express! We've written your Christmas list for you, and you can win the biggest stocking full of SNES goodies you've ever seen!

CORDLESS CONTROLLERS

Hornby are working on a cordless system which will let you use your favourite joypad in conjunction with a tiny transmitter to beam your movements and button-presses to the SNES.

The idea behind the scheme is that people have their favourite controllers and, although they'd like to have a cordless pad, they don't want to put up with getting used to another D-pad. The chances are that the cordless replacement wouldn't feel as nice as their fave pad anyway.

So the Hornby solution of making a transmitter that clips onto any pad you want could well be a winner. It also works out much cheaper than building the pad. The device should be in the shops soon for around £30.

WERE YOU THERE?

The second Future Entertainment Show took place on 11-14 November and was a great success, with tons to see and do, loads of famous people and thousands of not-so-famous people – like you.

Attracting a vast amount of attention was *Aladdin*, which was on display not 10 metres away from a large screen showing clips from the film. And nobody could tell the difference. Sort of.

Nintendo had covered the upper balcony of the massive Olympia hall with SNESes running everything from *Mario All Stars* to *Street Fighter II*, and there were people packed around every one.

Proper challenges were being held on the Nintendo rig, with commentaries, prizes and general goodwill being hurled around with great abandon, and the crowds there were only beaten by the massive support for the *GamesMaster Live* show, with Dexter Fletcher, Barry McGuigan and Nigel Benn.

There were also seminars on the Future Publishing stand, hosted by Trenton Webb, editor of *Game Zone*, Frank O'Connor, *Total!*'s ed and our very own James. During one of the seminars, in which the eds answer questions from the crowd, James was challenged to a *SFII* match.

Because they deserve it, here are the names of the gameplaying geniuses that beat him; Jonathan Butler and Simon Illegible (sorry, but you should have written it more clearly). Oh, and to prove he's not totally crap, our ed did manage to beat James Shiddle using Chun Li.

More on the FES next ish.

The second Future Entertainment Show

EXPRESS

NEW NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

A NEW GENERATION OF GAMES

These pictures show Electronic Arts' games *before* the addition of the new Multi-Function system. Quite what they'll look like *after* isn't clear – a lot more 3D-ish, we'd guess. Incidentally, lets hope EA, Capcom and co do come up with the goods – console history is littered with the corpses of great-but-unused hardware ideas.

Playing on your SNES might be vastly different from next year onwards. Triax (they designed the Turbo Touch 360) are working on a new concept of controller which not only allows the user eight-way directional movement, but has extra buttons to enable movement 'in and out of the screen'.

The controller is provisionally called the Multi-Function system, but Triax affirm that this name will change to something snappier nearer to the release. Development is under way for Multi-Function units for the Super NES and Genesis (or Mega Drive, in the UK).

Most game characters move in two dimensions, viewed either from the side or above. But the new Triax controller will have two extra buttons that let the user have full 360° control over three dimensions.

Electronic Arts are already planning to release five or six games compatible with the Multi-Function controller. And Triax have confirmed that the system is generating interest from other software publishers. *Super Play*'s sources have revealed that Capcom may be watching the Multi-Function with a view to doing some compatible titles.

The Multi-Function controller will be unveiled at the Consumer Electronics Show in Las Vegas in January. All that *Super Play* has managed to find out is that it will resemble a joystick rather than a joypad.

Hornby Hobbies will again be working with Triax to market and distribute the product in this country, and Andy Hiseman, the company's sales and marketing manager, told us that Hornby are planning to sell the unit at £39.99. The games will cost no more than ordinary SNES or Mega Drive cartridges.

THE DIFFERENCE IN FULL

Take, for example, *Street Fighter II*. If a version was to be brought out which was compatible with the Multi-Function controller, you would be able to move nearer into the foreground and further into the distance by using the two new buttons. Games which have attempted this before have always used UP and DOWN on the joypad to move the character in that third dimension.

But UP and DOWN in *Street Fighter II* are used for jumping and ducking, so the inclusion of two new buttons would be very useful for giving the game a three dimensional aspect without taking away any of the existing moves or gameplay.

FANHUNTER

You'll find no finer fanzines

US SPECIAL!

By Zy Nicholson

This month we dip our first tentative toe in the waters of the American Fan Scene. 'Zines from across the Pond put much of our own efforts to shame, and there's a perceptible and accessible network of interested fans who enjoy discussing their news and views on the gaming world.

The majority of 'zines we receive at *Super Play* fail to make it to a second or third issue, simply because of a lack of interested response. The reasons for this have much to do with the 'zines themselves, and it's a pity that the same mistakes keep being made. Budding faneds (*Er, Zy, a word please... – Ed.*) would do well to learn from their experienced American counterparts. (When ordering zines from the US, don't forget to send International Reply Coupons to cover the return postage).

Take reviews, for example. These form the core of many 'zines, and fan reviews can be entertainingly idiosyncratic. But think before you start: do we really need another review of *SFII*, *Starwing* or *Zelda*? You're unlikely to affect anybody's decision to buy, so why not put a different angle on it? You'd provide more interesting reading if you exposed a supposed 'classic' that was overhyped or overrated, or compared aspects of different games.

DIGITAL PRESS

Now up to its thirteenth issue, its honest, intelligent reviews seem to cover just about every console. Features like Side by Side (which this month compares baseball games) are made possible by the fact that the editor, Joe Santulli, draws on the talents (and the cart collections, I suspect...) of a team of contributors. *Digital Press* makes great reading – short items on the importance of ending sequences, for example – that would prompt the most lethargic gamefan to write a letter of comment. Finally, The Wacky World of Al lets rip with 10 Pet Hates of video gaming.

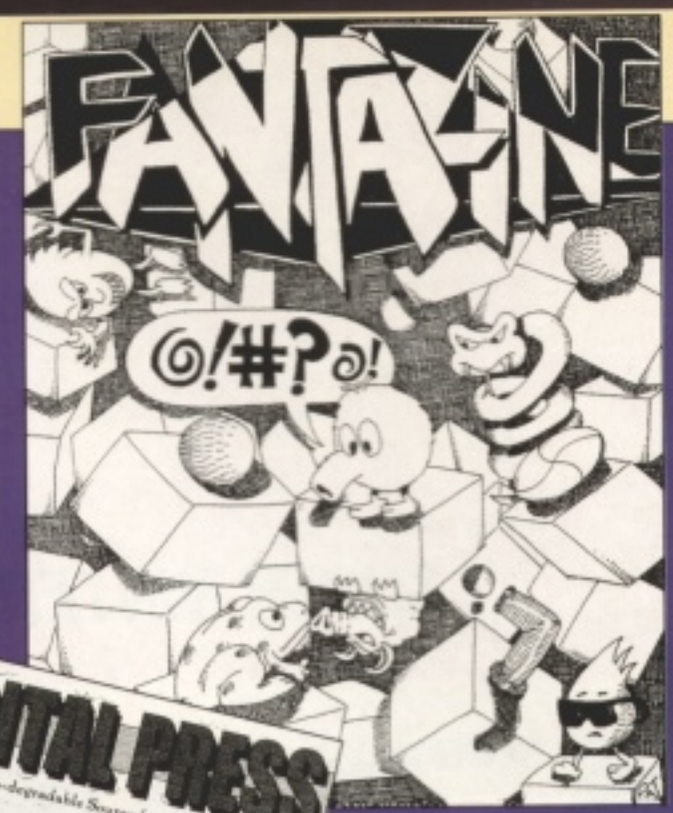
Oh, did I mention that the presentation is lush, too? Its 24 laser-printed spiral-bound pages put everything else to shame. Send $1.50 for an issue ($11 subscription outside the US) to: Joe Santulli, *Digital Press*, 44 Hunter Place, Pompton Lakes, NJ 07442-2037, US.

News is another area where Britzines slip up. If you are lucky enough to have a contact who provides you with industry gossip, all well and good. Don't just take news items from a prozine and slap them in your fanzine. By the time it appears they won't be news, and anyone remotely interested in the subject will already have read them. Keeping up with the current games scene is still important, but you can present a news item as a subject for discussion and opinion.

FANTAZINE

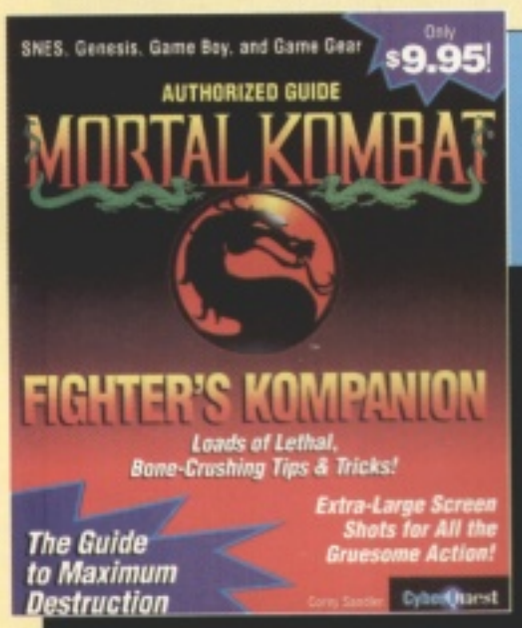
Another example of a fan mag that isn't content to churn out old news and pointless reviews. The past few issues have contained enthusiastic and discursive articles on violence, censorship, hardware design and flop games. Editor Pat Reynolds also likes to handle the artwork, and his interests in that direction have recently prompted him to start an anime column. Which endears him to us no end, of course. Still, it's the forum of interesting views and sincere opinions that makes *Fantazine* so readable. Pat isn't afraid to speak out about anything he doesn't like, but that doesn't stop him printing contributions from people who may not agree with him on all counts. Articles in recent issues include a piece on age ratings for cartridges, and providing your own soundtrack for phonically uninteresting games (the latter was especially dear to my own heart – my scores increase dramatically when I'm blasting away to a good hardcore compilation, but put some ambient house on the deck and I want to make friends with everything). *Fantazine* costs $2 and comes from: Pat Reynolds, 1740 Millbrook SE, Grand Rapids, MI 49508, US.

Fanzines can be anarchic and radical, with the freedom to say things that prozines wouldn't dare. Send off for some good reading, get involved, or just do your own thing.



Above: *Q*Bert* reaches critical mass in Pat's own cover illustration...

...whereas Joe employs artists from Alpha Centauri.



This month it's the studious-looking Zy Nicholson who draws up the footstool.

BOOKS

MORTAL KOMBAT FIGHTER'S COMPANION

Corey Sandler

Cyberquest, pp90, £8.95

ISBN 1-56686-128-4

Oh dear.

The cover tells you, before all else, that this book is the Authorized Guide. Perhaps that will attract a fair number of buyers, but I immediately regarded it with suspicion. I wasn't mistaken.

Purporting to give 'loads of lethal, bone-crushing tips and tricks', it delivers instead a number of devastatingly useful insights like 'the uppercut is a good weapon to use'. The only potentially helpful information you'll find in here is a guide to the character's moves on all formats: in other words, nothing you haven't already seen in *Super Play*.

There's a lot of nonsense here, too. Describing combos, for heaven's sake, when anybody who's played it knows that you can repeat the same manoeuvre (sweep kick etc) over and over.

There are some appalling blunders, too. Missing paragraphs, screenshots that don't match up with the text, and glaring errors that make you wonder if the proof-reader knew anything about the subject matter. Under Kano's entry, for example, you are told: 'Feel fortunate if you play the Game Boy version, because this thug is not among the six kombatants.' It then goes on to describe Kano's Game Boy moves, naturally enough, because Johnny Cage is the character missing from the GB version.

Finally, and quite incomprehensibly, the book completely neglects to explain the procedure for meeting the Reptile. What's going on here? It's as if the author leafed casually through some games magazines and wrote up as much as he could remember the next day.

If you own *Mortal Kombat* then you're doubtless already miffed at having handed over £60 for a deeply flawed game. Do yourself a favour and don't get stitched for another £8.95, even if it is the 'Authorized Guide'. I leave you with my favourite piece of advice from the book: 'To avoid excessive injury when an opponent launches an attack sequence, step backwards and put some distance between yourself and the other dude'.

● Zy Nicholson

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CHRISTMAS MANGA RELEASES

Two more top anime titles are out now, so if you want your fair share of neo-violence and great artwork, get your roller skates on and propel yourself down to the shops...

CRYING FREEMAN (Part 3)

Retribution

Manga Video, Cert 18, 54 mins

Freeman is still head assassin of the 108 Dragons, but he's under pressure from the African Tusk organisation who want to muscle in. After he foils a hijack attempt, Freeman becomes a target. The 108 Dragons meet on their special dragon cruise-liner but an African Tusk bloke gets on board and croaks a load of the top Dragon chaps, missing Freeman of course.

Freeman is then made head of the entire organisation. His wife gets hold of a immensely cool sword and plenty of violence ensues. This episode of the *Crying Freeman* series is possibly the best yet. If not, it's at least as good as *CF1*, which *Super Play* loved.

There is some great characterisation, and the relationship between the members of the 108 Dragons (those that survive) is covered in more depth. And there's plenty of killing, too.

The best line from *Crying Freeman 3* is 'We're back. There was evil here before, but now we've got guns'. Classic anime, and perfect for Boxing Day viewing.

DOOMED MEGALOPOLIS (Part 3)

The Rise of the Dragon

Manga Video, Cert 15, 41 mins

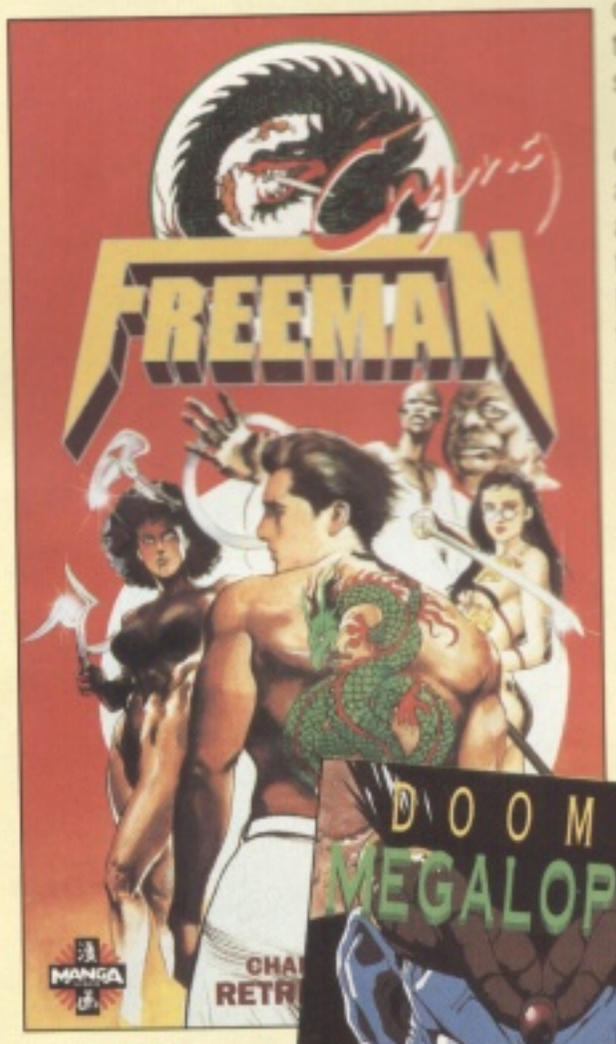
For the first time in anime history, you can actually see Tokyo being rebuilt. It was smashed up by an earthquake you see. But it really should have been a large robot, a bloke with super-powers or possibly some kids from the fifth plane of existence or something. It sounds better.

Anyway, tunnelling operations around the city are being plagued by disaster and violence. This is because the evil under-lair of the Dragon's Ore is being tampered with, and the Dragon doesn't like it.

In fact, the Dragon is as hard as nails and almost unbeatable in combat. You might be able to guess what's coming up – yes, there's only one person who can defeat this evil beast. And Keiko, a girl with serious attitude, is that person.

Doomed Megalopolis 3 is as confused as the first two games were. It's absolutely packed with blasting rays of power, screaming demons, bright lights and stuff that hold the secret of all knowledge, but working out exactly what's going on is a tad tricky. Still, if you like the effects, it's definitely one to settle down to watch early on New Year's Day.

● James Leach



Above: According to the cover Retribution 'serves up a murderous helping of callous killing and naked destiny'.

Right: Anyone who disturbs the Masakado is eternally doomed.

IT'S THE CHRISTMAS SUPER QUIZ

Christmas is a time for giving. So we're giving you another *Super Play* Super Quiz. But Super Nintendo knowledge remains unmoved by the vagaries of modified pagan festivals, and won't bow under the weight of all those mince pies, robins, and carriages dashing through the snow to warmly lit houses where steaming turkeys await, and small children have shining eyes and ruddy cheeks. (*You've got a ruddy cheek. Just get on with it – Ed.*)

EASY

1) What are the four colours you can be in *Super Bomberman*?
2) What is written on DJ's leg in *Super Street Fighter II*?
3) What is Matt Bielby doing now?

NORMAL

1) What exact model of car features in *Lamborghini American Challenge* by Titus?
2) What's the Elvis impersonator called in *Clayfighter*?
3) In *Super Off Road: The Baja*, what is the Baja?

HARD

1) Who did the music for *Actraiser 2*?
2) What's Zy Nicholson's shoe size?
3) Who is Yunihausen?

Answers on page 106.

JOIN AN ANIME CLUB

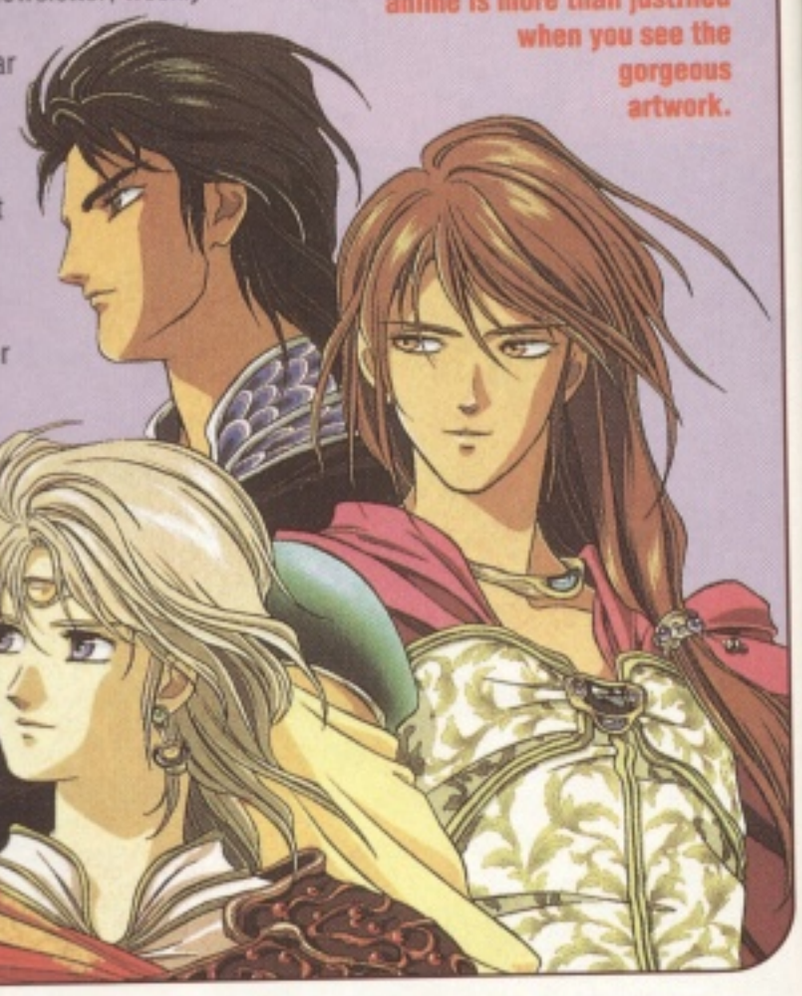
Even though there's an increasing anime and manga following in this country, there's still only one national anime fan club. Called Anime Kyo UK, it was actually set up in 1990, when the first smatterings of anime were beginning to filter across the world from the land of the rising sun.

Now there are over 200 members who get a monthly newsletter, weekly showings of anime films (if they live near Syston in Leicestershire, where the club is based), and they get the chance to exchange ideas, news, videos and just get together and enthuse.

There is a healthy line in merchandise, and the club has very useful contacts which, if you're a fan of anime, could help to swell your collection. If you're interested in joining Anime Kyo UK, you can get more information about it if you drop a stamped, self-addressed envelope to:

Anime Kyo Ltd, c/o Carlo Bernhardi, 4 St Peter's Street, Syston,

The Japanese fascination with anime is more than justified when you see the gorgeous artwork.

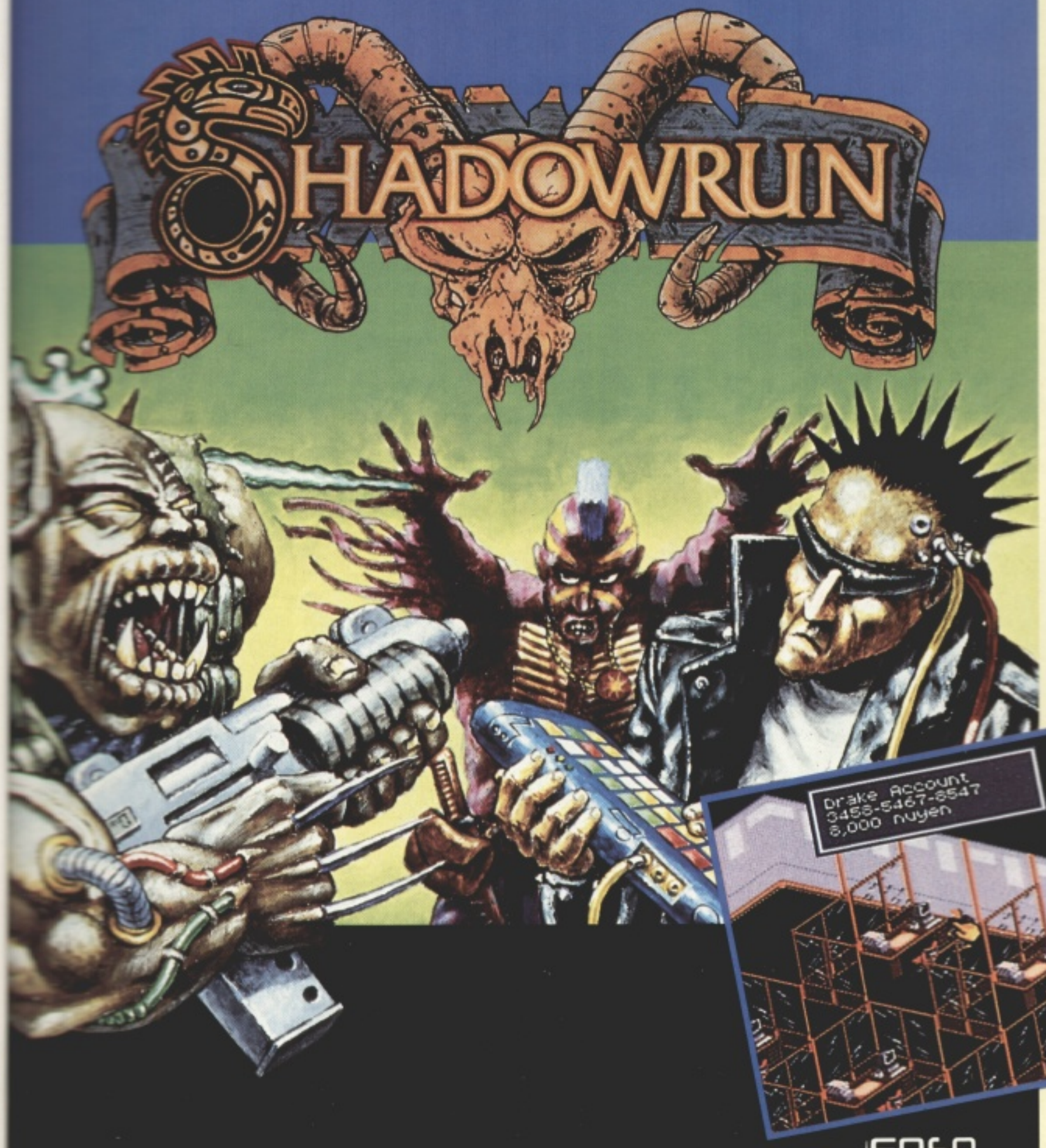


ROBOCOP VS TERMINATOR

In last month's issue (14) we incorrectly stated that *Robocop vs Terminator* is a Virgin release. In fact it is being released on the Interplay label.

Our apologies to all concerned.

You can run but you can't hide.



So you wake up in a Seattle mortuary, your memory's gone and there's a bomb in your brain. All the answers are out there in the city.

Trouble is, you don't even know the questions. And no-one's going to help you, except into an early grave. OK, start running.

Available November '93.

"Shadowrun is big, challenging and fun. It makes a pleasant change to play a game that makes you think."

90% Nintendo Game Zone.

"There are many role playing games available for the Super NES but Shadowrun is one of the best that the machine has on offer."

90% NMS August '93

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Braving the busiest zebra crossings in the world, *Super Play*'s chums in Tokyo once again report back on what's going on in the SNES' birthplace. This month: a couple of new sports games, and a four-player beat-'em-up. Plus: Win! Win! Win!

LIVE FROM HELL CITY

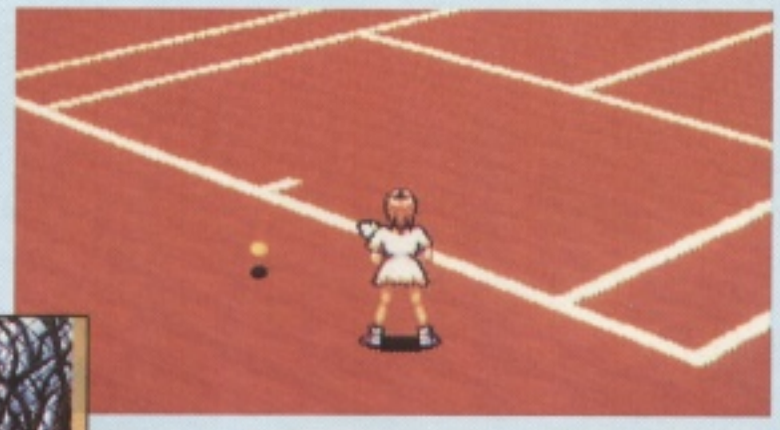
by Rik Haynes & Studio Hell City, Japan

ACE OWONERARE

Telenet Japan ▪ 8 Mbit ▪ December

As you'll probably have noticed from the glam haircuts and clothes, this off-beat tennis title is based on a popular cartoon TV show from the 1970s. Hiromi Oka is a new student at West High, a high school dubbed by everyone in the region as Tennis Kingdom, thanks to its superb team of players. Our heroine very much admires fellow student Reika Ryuzaki, known as Madame Butterfly because of the way she dances around the court. So, after much prompting from coach Jin Munakata, she eventually decides to try out for the team.

That sounds like a great place for the player to take over and start the long journey to becoming Japan's junior tennis champion. The game is split into scenario and freeplay modes, and includes all the usual 'tailoring' options for selecting your opponent's skill level, the court's surface and so on. It also supports the Super Multitap, allowing up to four players to compete. The scenario mode betrays the origin of Hiromi and her friends, with anime style 'events' revealing the story between each match. And Telenet's programmers have employed a DSP chip to smoothly rotate and zoom the screen during play, depending on the player's position and the height of the ball. Look out for a review soon.



Now you can watch the court spin and zoom as you play. Bleurch.

Of course, it's not the ideal time of year to be running around outside in a T-shirt and short skirt.

GANBA LEAGUE 3

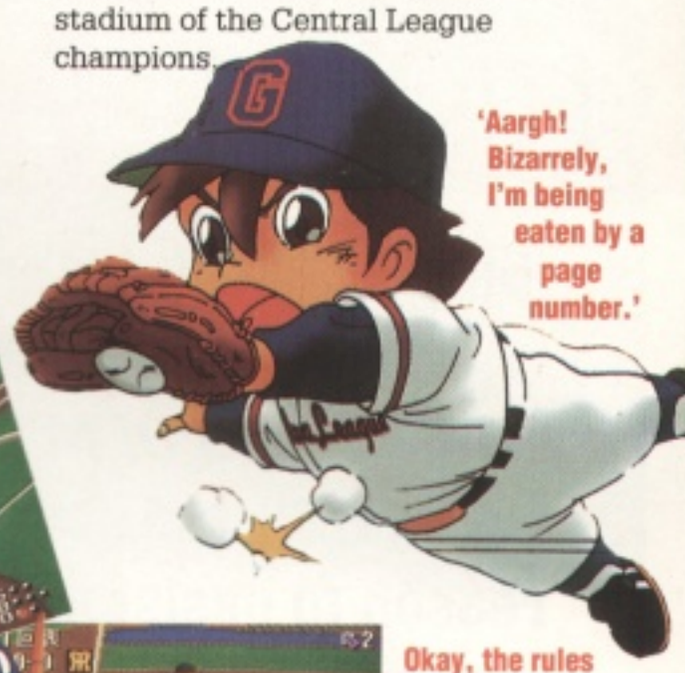
Sony ▪ 8 Mbit + BB ▪ November

The stadium fell quiet. Nobody breathed. In the distance, a dog barked.

Third in a successful series, *Ganba League 3* is yet another comical, Super Deformed version of baseball. Just about everything is covered, whether it's competing in the pendant race, choosing your all-star team, or just improving your home run technique. Results are shown on the screen like TV news reports. Strategists can also chart the progress of individual players to see how they're performing. And, as this release doesn't really take itself seriously, sometimes the players have a fight during the match, too.

Sadly, *Ganba League 3* has just missed this year's season, but that doesn't really matter, as the Japanese simply can't get too much baseball. In Japan the sport is split into two leagues, Central and Pacific, recently won respectively by Tokyo's Yakult Flowers and the Seibu Lions, who are from a prefecture next to Japan's sprawling capital city. As you'd expect, Sony's latest offering incorporates a spoof on the home stadium of the Central League champions.

You have to choose two teams who'll play each other. As you might guess.



'Aargh! Bizarrely, I'm being eaten by a page number.'

Okay, the rules of baseball in one caption: The pitcher pitches the ball, and the batter, standing on home base, must... No, it's no good.

KOTETSU NO KISHI 2

Asmik ▪ 12 Mbit+BB ▪ January

Lay down some tracks, why don't you?

Interestingly, Jonathan's great uncle used to drive tanks.

Simultaneous translation: Fire!

Panzers ahoy! Originally released on the PC-9801, Japan's biggest-selling personal computer format, *Knight Of Steel 2* (which is what the name translates to) is a tactical simulation examining the exploits of a German tank commander in the North African desert during WWII. Although you can find plenty of wargames packed with Japanese battleships and dive bombers, there are hardly any titles re-living the Emperor's equally notorious army campaigns. One expert told us: 'It's not much fun because we didn't have any good tanks.' (*We'll probably give this to Zy to review – Ed.*)

RUSHING BEAT SYURA

Jaleco ▪ 16 Mbit ▪ December

It's really *Rival Turf 3* to you.

One man short of a dance combo.

Erk. Think of some really short words – quick.

Sequels continue to dominate the plans of many publishers in the pre-Christmas rush. With *Street Fighter II Turbo* already yesterday's news as far as Japanese Super Famicom players are concerned, and no sign of Capcom belting out a quick *Super Street Fighter II* conversion at the moment, Jaleco is hoping faithful *Rushing Beat* fans will flock to a third outing. Apart from the usual guff about saving a near future Neo city with a series of well-executed martial arts moves in a street brawl, this cart comes up trumps with a four-player ruck mode for those of you with the increasingly-desirable Super Multitap. However, will *Rushing Beat Syura* be 'hard' enough in other departments to topple the SFC conversion of *Fatal Fury 2* and *Art Of Fighting*, and their higher-profile due to the Neo Geo arcade originals.

HOW WELL DO YOU KNOW JAPAN

WIN SOME CUDDLY TOYS!

If you've been reading Live From Hell City from the very beginning, you should have a pretty good idea of how Japan operates. But would you be able to survive there alone? We'd like to find out.

And one of the key factors in successful Japanese integration is a knowledge of consumer gadgets. The place is full of them, and not knowing what does what could land you in trouble. After all, you wouldn't want to accidentally trim your toenails with your host's electric toothbrush, or relieve yourself in the yoghurt maker, would you?

So, what we want you to do is tell us how you'd behave when confronted by the five items shown. Jot your answers down on a postcard, and send it to: Urban Survival Compo, *Super Play*, 30 Monmouth Street, Bath BA1 2BW, by 21 January 1994.

Whoever's answers most closely match the right ones wins a cuddly Bomberman, a cuddly Mario and a cuddly Guile out of *Street Fighter II*.

FANTASY QUEST

by Rik Haynes & Studio Hell City, Japan.

Given that our highest scoring review this month, *Secret Of Mana*, is an RPG, we saw no reason to desist in our coverage of Japanese fantasy games. This month, four completely new ones that we haven't really talked about before.

The *Aretha* crew poses for a pre-fight picture.

ARETHA

Yanoman ▪ Cart size: TBA ▪ Out now

If your local importer is a wiz at sourcing various merchandising materials from Japan, then *Aretha* won't be a new addition to your shopping list. As a neat teaser of the main coming attraction, Yanoman cunningly unleashed a CD soundtrack last month – before the game was even released. Usually, we have to wait for a couple of weeks *after* the launch for such things. This clever ploy has already become the norm for publishers working on the Sega Mega CD, so it could catch on among the SFC community as well. In the meantime, the *Aretha* CD is cheap, and includes a couple of remixed tracks from the Game Boy version.

The romp itself will keep everybody on their toes. A 360° battle system's been implemented, so the hostile characters can attack from all directions. If you do manage to thwart their advances, snatch any objects they drop. These can be mixed up in some kind of hocus pocus ceremony and magically transformed into armour, weapons and other useful swashbuckling items.

Aretha's monster book is a thoughtful addition to the standard range of options available in this type of caper. As you bash the beasties, their likenesses and vital stats are automatically added to your catalogue of conquests.

KESSEN DOKAPON OKOKU IV

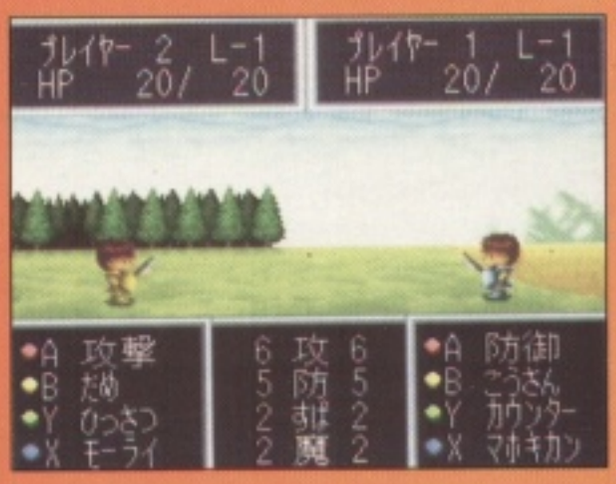
Asmik ▪ 8 Mbit + BB ▪ December

Once upon a time, a boorish bloke called Big Monster and his army of lesser ogres invaded the land of Dokapon. Pulverising everything in their path, these barbarians set about enslaving the peaceful people and stealing any goodies or treasure left around the place by the fleeing villagers. In a desperate last-minute declaration, the wimpy king pleaded for a hero to lead a counter-attack – The Final Battle. That dubious honour is, of course, thrust upon the player of this somewhat lacklustre fantasy RPG.

Asmik will doubtless concentrate on promoting the rather-more-attractive (relatively speaking) features of *Zeque* and *F-15 Strike Eagle* instead.

We've yet to establish exactly what 'Kessen Dokapon Okoku IV' means. We hope it's nothing rude.

'Don't suppose you've got any idea what all that squiggly writing means?'
'No. Sorry.'



KAMITASHINO YORU

Chun Soft ▪ Cart size: TBA ▪ Release TBA

Otogiriso, the first sound novel from Chun Soft, premiered on the Super Famicom in March 1992. The sound novel is basically an adventure game or, to quote the designers, an 'interactive book'. Sales of *Otogiriso* were quite high, so it was perhaps inevitable that a sequel would eventually be commissioned.

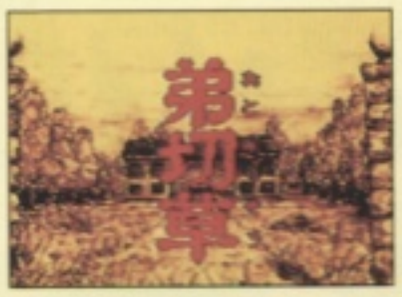
This time around, Chun Soft have wisely sought the ideas and experience of a famous young horror author. Takemaru Abiko is currently scripting the second gripping sound novel, *Night Of The Little Tornado*. His first tale, *8 Murders*, may not be the most imaginatively-titled piece of mystery fiction, but it helped him to land a lucrative contract with a major TV network where he now produces drama programmes. In *A Disease Leads To Murder*, published in the Autumn of 1992, Abiko explored the emotions and subconscious mind of a murderer in frightening detail. The book caused quite a stir among academics and media critics, but Abiko ably defended himself in a series of heated televised debates. Stephen King and our very own Clive Barker could well have a rival in the making.

Anyway, *Kamitashino Yoru* is a straightforward 'murder weekend' yarn. While staying at a small hotel, 13 unlucky people are snowed in and forced to confront a bloodthirsty psycho killer. The culprit must be found quickly before you become the next victim. Kamitashino is actually thought of as a spooky wind in Japan, incidentally.

SHIN MOMOTARO DENSETSU

Hudson Soft ▪ Cart size: TBA ▪ December

Over the years, the wildly eccentric Japanese video game designers have come up with some pretty weird people to inhabit their fantasy RPG worlds, but Momotaro definitely takes the biscuit. You see, the main character is really a peach in human form. His background goes something like this (and, incidentally, is based on a traditional Japanese fairy tale): One day, an old lady is washing her clothes in the stream when a large peach drifts by. She takes it home for supper, waiting for her husband to return from the nearby mountain where he's collecting firewood. Later that night, they're happily munching away when the peach suddenly breaks in half and out pops Momotaro. Like Superman, this brat soon starts to display superhuman strength and abilities. To cut a long story short, he ends up as a treasure hunter, going round kicking butt.

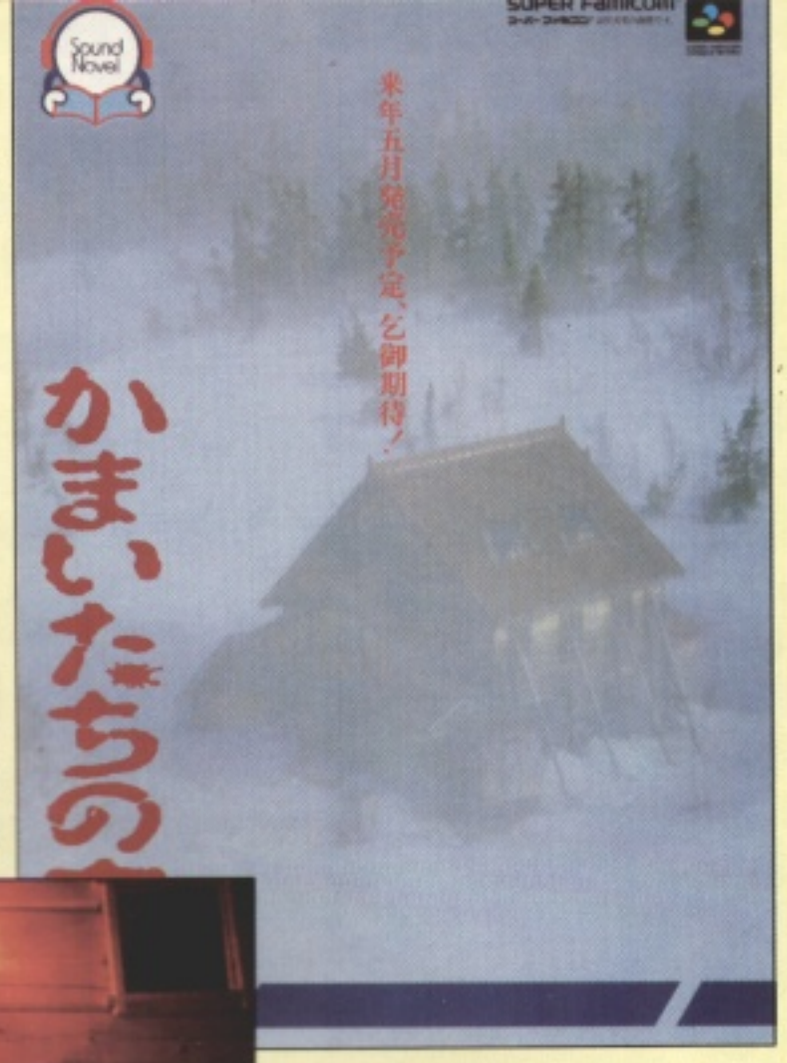


Since October 1987, Hudson Soft have devised six carts for the Famicom and Game Boy based on this strange legend. There's even been one for the Super Famicom.

Building on this extensive grasp of the subject matter, *Shin Momotaro Densetsu* is apparently four times bigger than previous jaunts in the series. As well as the peach boy, your party of adventurers can contain a dog, a monkey, a pheasant and roughly 20 other oddballs. The story and outcome change depending on which characters you choose to be chums with, thus ensuring oodles of 'replayability' as you try to find out, for example, if you can do things better without the monkey scratching his bottom.

On a slightly more mundane note, the programmers have kindly supplied seven totally fascinating weather effects for those of us whose hearts stop when the sun shines brightly or a thunderstorm breaks out without warning. Nevertheless, our absolute favourite bit crops up when the dog empties his bladder to allow you to retrace your steps in the dungeons. After all, there are roughly 30 of them to explore and it's all too easy to get lost.

Akira Sakuma, producer of *Shin Momotaro Densetsu*, has revealed that you should painstakingly examine every single object discovered when you play the game. 'Something will happen,' he says with a wink and a wry smile. You have been warned.



'Dear Auntie Doris,
Arrived okay. The hotel's lovely, although the surrounding moors are rather misty, and the power keeps failing. Wish you were here, Nigel.'

***Shin Momotaro Densetsu* looks like our kind of RPG: plenty to explore, a big party of adventures, and a girl with pointy ears.**

Yikes. The hexagonal spinning top looks horribly like the sort of thing Zy would keep in the bottom drawer of his desk.

'That's okay.'
'Eh?'
'I said… Hang on – you're not who I was just talking to.'
'Huh?'
'What's going on?'

ILLEGAL RACING, COPS AND GAMBLING

91% - TOTAL *"It's a brilliant racer..."*

90% - GAMESMASTER MAGAZINE
"It's incredible, it really is. I'd advise you to obtain it with all conceivable swiftness"

86% - GB ACTION *"Instantly playable. Fast, furious fun"*

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TITUS

FIGURES

Entering our awe-inspiring Christmas mega-compo on page 20 would be one way of getting your hands on some of the fabulous games-related merchandise Japan produces. Another way would be to give Project K a call. As well as importing SNES games, they also bring in the cream of Japan's gaming goodies – the *Dragon Ball Z* figures, patch and balloon, the cuddly Son Goku, or the *SFII* collector's cards pictured here, for example. This might be coming across as a horrendous free plug but, hey, they sent us the stuff. You can call Project K in Hong Hong on (010 852) 6506526, and in the UK on (0850) 650 6526.

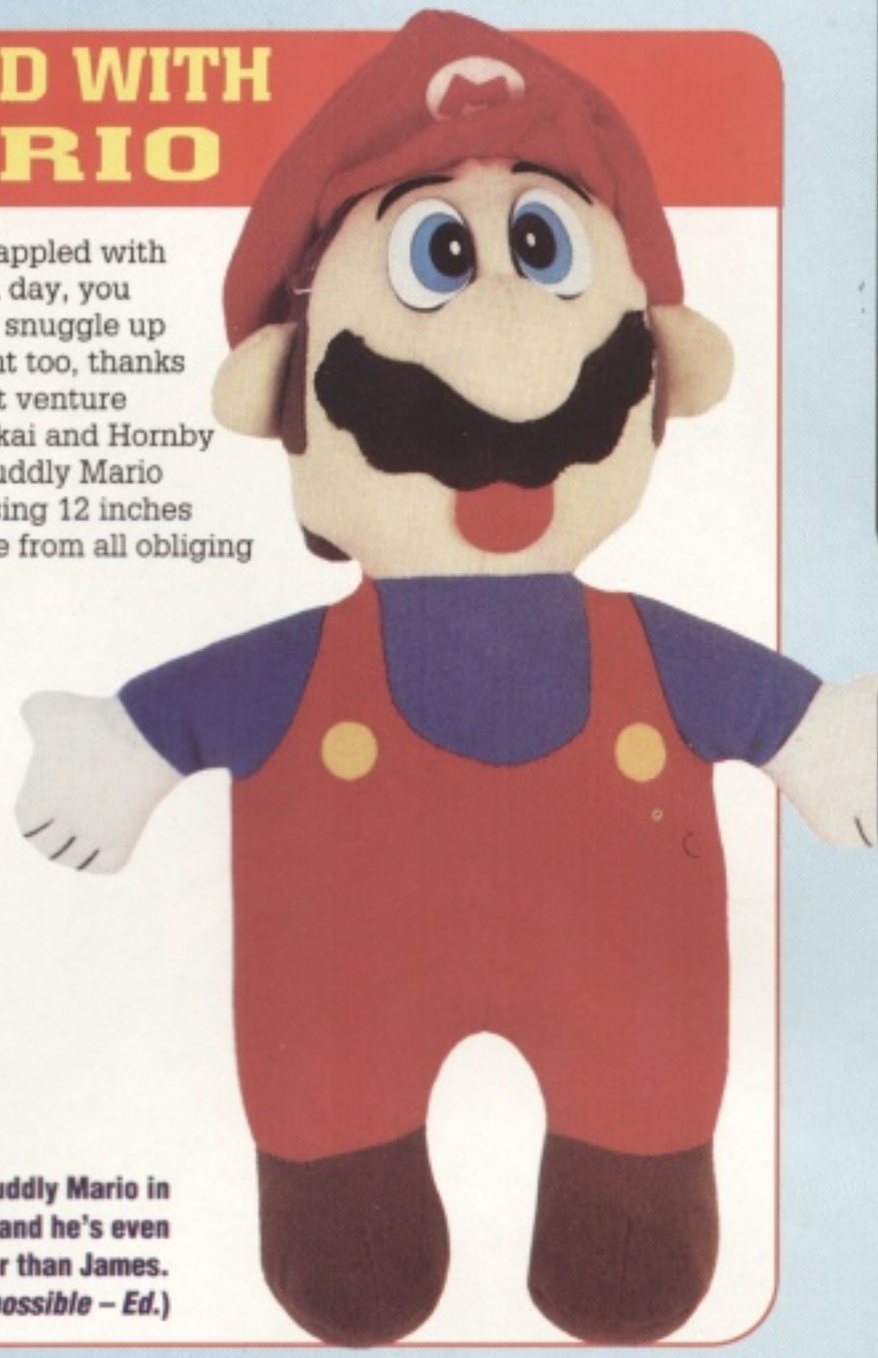
Remember to ask the permission of whoever pays the telephone bill in your house *before* you phone Hong Kong!

SUPER CONFLICT

In last month's review of *Super Conflict* we may have given the impression that the game costs £49.99. This is not so. The game actually costs £44.99. So anyone turning up at Smith's clutching £50 will have been delighted to find they'd got a fiver left over! Every cloud and all that.

IN BED WITH MARIO

Having grappled with Mario all day, you can now snuggle up with him at night too, thanks to a curious joint venture between Vic Tokai and Hornby Hobbies. This cuddly Mario stands an imposing 12 inches high, is available from all obliging toy shops for about £9.99, and is a *Super Mario All Stars* Mario, rather than just an ordinary one. No, really.



We've got a cuddly Mario in the office and he's even cuddlier than James. (*Impossible – Ed.*)

BLABBERMOUTH

with Kris and Tel

Thanks to those new Energizer batteries, Kris and Tel are no longer governed by the length of their mains leads. So they've been roaming far and wide in their search for news, gossip, rumours and three-in-one. So, with little more in the way of rambling to hinder us, let's point our high-frequency scanners at their transmitting podules and listen in.

☎ Kris! There was a major scare a week ago about the Project Reality Hyper Nintendo thing, wasn't there? Rumours were flying around that Silicon Graphics had pulled out their support. But it seems as though this is just one of those rumours that has no truth behind it.

☎ I know the ones you mean, Tel. They're called lies. Anyway, Silicon Graphics assured me personally that no such split is on the cards. I've been listening in on the UK grapevine and, as well as making a slight hissing noise, it's told me that there could well be censorship ratings on Super Nintendo games in the not-too-distant future. Sega are setting up some form of rating system not too dissimilar to those found on films.

☎ Yeah. Nintendo are very good at judging general opinions, and if ratings are what's required, they'll be implementing them. Anyway, Kris, my friends at Argonaut have let slip that they're keeping the same team together to work on *Starfox 2*. It'll be a two-player game, with split-screen fun for the participants.

The flying team looks to be pretty similar, with Fox McCloud, Falco, Peppy the Hare and even Slippy the warty old toad making an appearance.

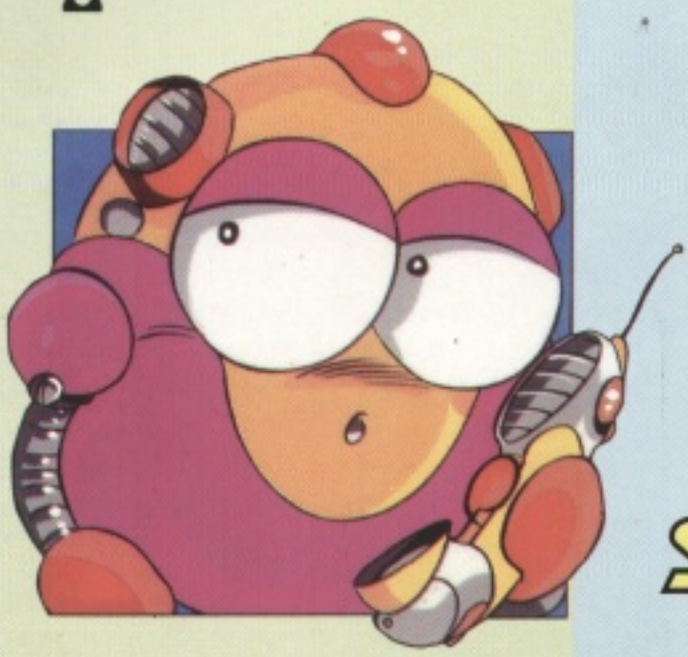
☎ Tel! Tel! Guess what hardware they'll be using with it! It's going to be the SFX II chip! They've gone and enhanced the thing. The rumour out is that the SFX II is what Argonaut originally wanted the SFX chip to be, but it proved much too expensive for Nintendo to stomach.

☎ I see, Kris. So by the time the game is ready, the price of the SFX II chip will be lower, and the game will be affordable. Very clever, eh? Argonaut are also working on *Citadel*, by the way. It doesn't have any special chips in it, but it's going to be great. Oh, and despite our highly tuned ear-receivers, we've still heard nothing about *FX Trax*.

☎ You haven't been reading *Edge* magazine, have you, Tel? Er, anyway, I've got one more item of note. The Super Deck, by Hornby, is technically finished, but the company is waiting for it to be produced cheaper before putting it on the market. But Nintendo are now selling NES software, which will run on a SNES with the Super Deck, for only £5 a cart. Surely this is good news for all those waiting for the Super Deck to appear, and it means that NES software will get a new lease of life, both from NES owners and SNES plus Super Deck owners.

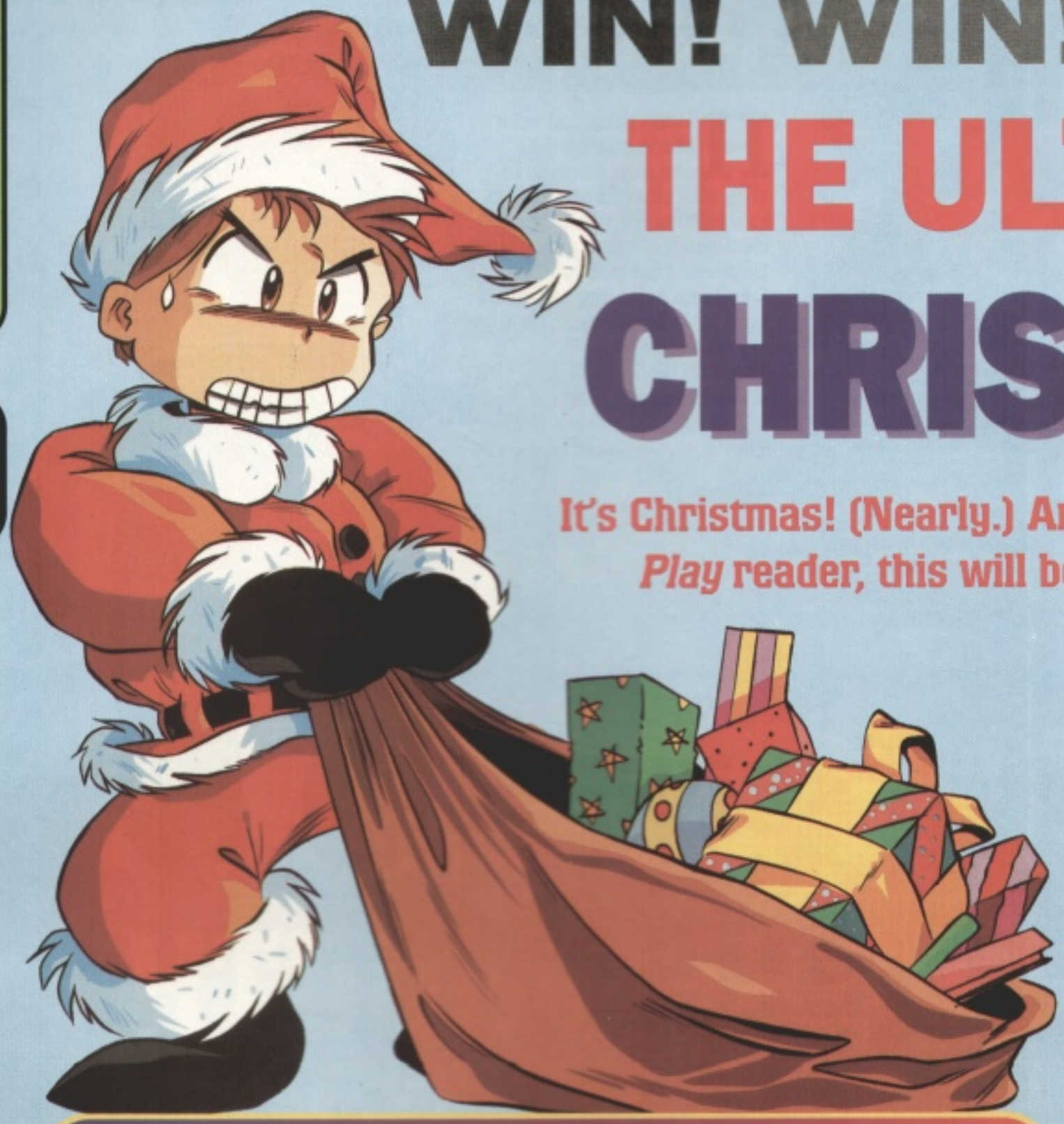
☎ Bad news, Kris. I've just heard my parent's parking their 400-ton main battle tank with gauss armour and twin plasma cannons in the drive. If they catch me on the phone, they're likely to tear out my processor and fire heavy water ions through my EPROMs, totally altering my molecular structure and rendering me highly radioactive for thousands of years.

☎ Gulp. See ya, Tel!



WIN! WIN! WIN!

THE ULTIMATE CHRISTMAS



It's Christmas! (Nearly.) And, for one lucky *Super Play* reader, this will be the best Christmas ever!

You see, we've featured lots of tempting-looking Japanese games merchandise in *Super Play* over the months, but it's been practically impossible for you lot to get hold of any of it without actually going to Japan, and that's miles away.

So guess what we did! That's right – we stuffed our pockets full of carrier bags, changed all our money into yen, realised we didn't have anything to buy the plane tickets with, changed some of it back again, and flew to Japan! Once there, we gathered up huge armfuls of goodies and staggered back home with them.

And now our quarry is up for grabs! One lucky reader will walk away with the Christmas stocking of a lifetime...

WHAT YOU'VE GOT TO DO

It's simple enough. We don't get many Christmas cards here at *Super Play* (sniff), so we want you to send us

WHAT YOU CAN WIN

Goodness knows how we're going to get it all to your house – there's everything here from J-League chewing gum to a radio-controlled *Mario Kart*.

- a radio-controlled *Mario Kart* (see?)
- a J-League collector's card
- a *Street Fighter II Turbo* stationery set
- a *Street Fighter II Turbo* Ryu model with jelly sweets
- a posable *Dragon Ball Z* character
- a tub of *Mario Kart* confectionery
- some slightly odd-looking Mario and Yoshi bath-time toys
- a *Super Mario World*, erm, handbag, with sweets and stickers in
- a ball with Barcode Battler robots in
- a *Mario Kart* Penny Racer-type thing
- some J-League chewing gum
- an obscene *Ultraman* air freshener
- some *Super Mario World* sweets
- a weird *SFII* game with a tin to keep it in
- a *Rockman* wafer bar
- an *SD Gundam* robot kit
- a set of *Mario Kart* pull-back racer kits
- a collection of *Dragon Quest V* postcards
- a *Street Fighter II Turbo* card game
- some J-League crisps
- a set of Super Deformed *SFII* figures
- a packet of Yoshi sweets
- a 4x4 *Mario Kart* kit
- more *Mario Karts* – though they're catapult powered this time
- a collection of painted *SFII* figures
- a Mario 'throwing disc'
- a squidgy Yoshi
- a *Street Fighter II* (um) 'Carddass Station', to keep your card collection in
- a *Street Fighter II Turbo* carrier bag
- a *Doraemon* beach ball
- some sort of *Rockman* game
- a bizarre card with Mario on it
- a packet of J-League collectors' cards
- a *Last Battle* CD
- some *Dragon Ball Z* crisps
- a *Street Fighter II Turbo* 1993 Championship, er, thing
- a squidgy Mario
- a packet of J-League sweets
- some *Ultraman* edibles
- a *Street Fighter II* pencil case with amusing Japlish inscription
- a J-League tin with sweets in
- a clockwork blob out of *Dragon Quest V*
- a jigsaw puzzle of some game or other
- and lots more!

WIN! WIN! WIN!

STOCKING!

one. The only qualifications are that **a)** it must have been bought in a shop (homemade ones won't do), and **b)** it's got to be incredibly cheap and tacky, preferably with a crass rhyme inside. The most eye-wateringly appalling card wins the goodies. Send your card to: **Mantlepiece Murder, *Super Play*, 30 Monmouth Street, Bath BA1 2BW, to arrive by 20 January 1994.**

THE RULES

- **As far as you're concerned, the decorations come down on 20 Jan '94.**
- **There's no room at the inn for employees of Future Publishing.**
- **The editor makes no crying, unless you try and argue with him.**
- **HAVE A HAPPY CHRISTMAS!**

ANIME WORLD

Pronounced 'ah-nee-may'

PERFECT ANIME PRESENTS

Even Helen McCarthy takes a break from anime for Christmas, so this month she's... oh, er, possibly not

Lisa has just returned from a fun-packed continental holiday to Corfu, and she's made everyone in the office jealous of her golden tan – the rest of the team are pasty white. According to the photos we've seen (this is the only one we could print – we had to censor the others), she had a smashing time.

With Christmas just around the corner I suppose we're all indulging in a few daydreams about the perfect present. Top of most present lists comes a ticket to Japan, the bimbet/te of your choice and a completely replenished bank account – all lovely ideas, but ones unlikely to emerge from Santa's sack. I thought it might be a good idea to anchor the dreams to reality and list my 10 best presents – some expensive and some not – to give to your favourite anime fan, or ask for yourself, this Christmas.

Number one on my list is a continental holiday. We've been seeing the ads for next year's fun in the sun already, but there's an extra good reason for hitting the Med in midwinter or going on French leave in the Spring. Oro films are bringing Miyazaki's magic to Spain with the Christmas theatrical and video release of *Porco Rosso*, and in Spring 1994 both *Porco Rosso* and *Totoro* will hit French cinema screens and video stores, along with a host of related merchandise. The word is that some of the best actors in France will participate in the dubbing – Catherine Deneuve is being approached to play Gina, the beautiful chanteuse in love with Porco, and Charlotte Gainsbourg may be in line for the role of Fio.

TWO TURTLE DOVES

My number two choice for any anime fan would have to be a year's subscription to a Japanese magazine like *Newtype* or *Animage*. This isn't difficult to arrange in this country: Books Nippon, 64-66 St Paul's Churchyard, London EC2, offers an ordering service for all Japanese books and magazines and will accept payment in sterling. Of course, if you want an English language magazine, you should be subscribing to *Anime UK* – if you aren't, you can send an sae to *Anime UK*, 70 Mortimer Street, London W1N 7DF for details.

For the Takahashi otaku on my present list, I'll buy the Viz releases of *Ranma ½* – manga, videos and a SNES game, *Ranma ½: Hard Battle*. The ablutionally-challenged hero/ine of this martial arts and magic series is one of the most popular cultural icons in Japan and is proving just as appealing to Western audiences. For the moment only those with NTSC (American/Japanese) equipment can take advantage of the software, but we can all enjoy the *Ranma ½* manga, translated into English on the Viz imprint and available from all good comic shops.

While we're buying presents for otaku, make your robotechy friends happy by buying them the whole of the famous (or infamous, depending on whether or not you like it!) American-edited series when Video Gems release it on PAL in the UK next year. Apparently, their recent re-release of *Robotech II: The Sentinels* has done so well that they've decided to issue the whole series on video. Watch for more details in the New Year.

FIVE GOLD RINGS

Another outing is in fifth place on my gift list – a trip to Yaohan Plaza, 399 Edgware Road, Colindale, London NW9. This Japanese shopping mall includes the largest Oriental supermarket in Europe – a Japanese bookshop with a great manga section, and a host of other shops and restaurants, plus the Segadome (*Oops – Ed.*), an arcade on the grand scale, packed with terrific games. Try the 360° rotation flight simulator BEFORE having lunch in the Food Court, where a typical Japanese set lunch will cost you under $6. The less adventurous can have Chinese or Italian food. Then you can buy a *Sailor Moon* plastic mug or Jyuranger chopsticks in the supermarket, the latest issue of *Dragon Ball Z* in the bookstore, or a cute *Hello Kitty* bag in the Sanrio shop.

No Christmas stocking is complete without a cuddly toy, so treat the one you love to a Totoro from Nikaku Animart, a Californian anime and gift store, whose international mail order service is just about the best in the world. Their Totoros range in price from about $9 for a sweet little thing that fits in the palm of your hand, to

Left and above: *Newtype* and *Animage*. Both these magazines cover the anime market, both are packed with pictures, and both make a jolly good read – if you're fluent in Japanese.

Cuddly toys like these are frighteningly popular, both in Japan and, more recently, here. Not many are imported owing to the cost, but those that are get sold within seconds of arriving in the UK.

over $60 for a two-foot cuddlesome monster. They also offer a wide range of other anime merchandise – get their catalogue by sending a couple of IRCs to Nikaku Animart, 615 N 6th, San Jose, CA 95112, USA.

SEVEN LORDS A LEAPING

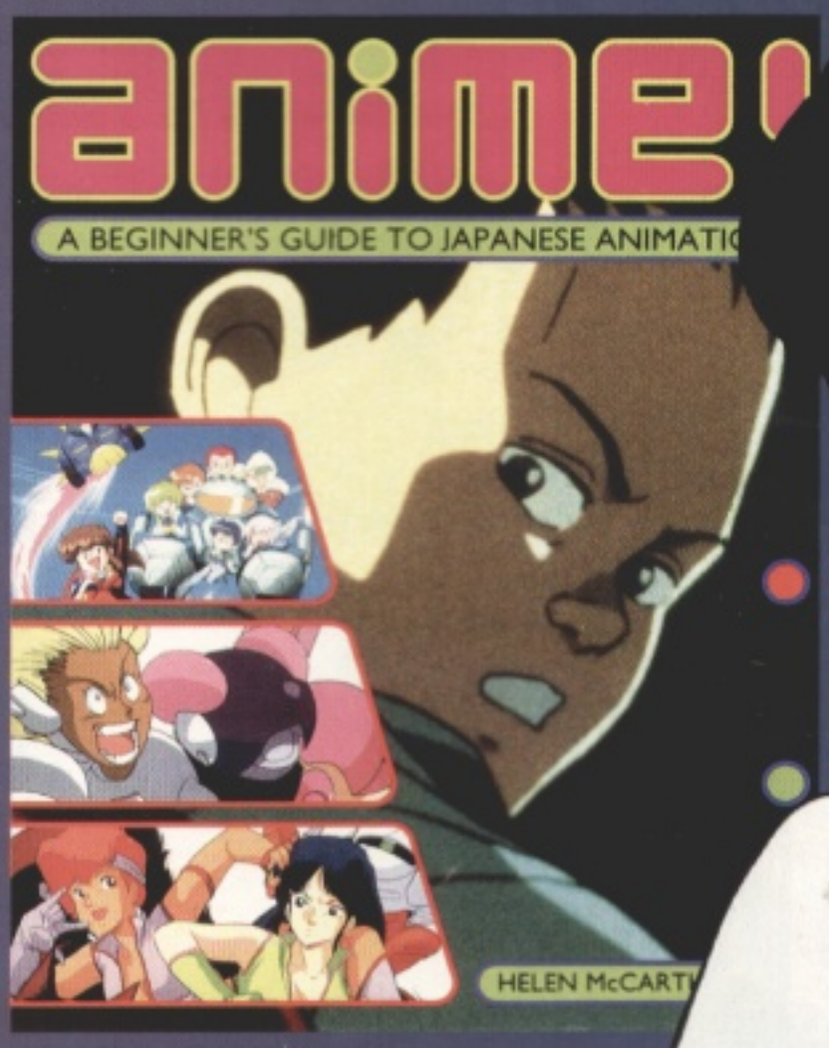
My seventh present suggestion is easier to wrap than a Totoro – the latest release from Kiseki Films. This new British anime label has already launched *Macross 2* into Virgin shops all over Britain and will go into other shops early in February. As I write this I don't know what their next release will be, but any new anime label deserves our support, so look out for titles under the Rising Sun logo.

Present number eight is guaranteed to entertain, educate and improve the recipient's social life, and needs no packing at all. It's a registration to AUKcon, the London one-day convention sponsored by *Anime UK*. On 19 February 1994 we'll be welcoming fans to a day of anime showings, talks, information and fun in London. Registration is only £10, or £7 for under 15s. Send an sae for details to AUKcon, c/o *Anime UK*, 70 Mortimer St, London W1N 7DF.

Yummy! Some of the grub you'll find at Yaohan Plaza in London. Probably.

NINE PIPERS PIPING

My publisher, Titan Books, would never forgive me if I didn't slip in a plug for my own new book, so that's number nine on my perfect presents list. *Anime! A Beginner's Guide To Japanese Animation* is just what the title suggests, and is also packed with pictures. You can get it from your local comic or SF shop for $6.99, and if everyone reading this buys a copy, it'll certainly make MY Christmas perfect!



Above: Helen's new book. Check out our book review on page 27 in last month's issue for more info about it.

And finally, at number 10 on my list, something that's definitely not last in all our wishes – a couple more UK anime labels in the New Year! This is one wish that's closer to coming true than ever before; more and more British companies are waking up to the wonders of anime. One new company, Crusader Productions, even carried out extensive market research among the fans at the Birmingham conTanimeTed in October. We all want a wider choice of anime and access to more of the wonders of our favourite medium, so let's hope for a successful New Year for every British anime label – present and future. And I wish all *Super Play* readers a very happy Christmas!

Right: *Ranma ½* always features strongly in Anime World. That's because it was one of the first big titles to get recognition in the UK.

IT'S BIG!

Godzilla is ™ and © 1993 Toho. Co. Ltd.

IT'S BAD!

Akira is © 1993 MASH•ROOM. Co. Ltd.

IT'S BEAUTIFUL!

Appleseed is © 1993 Masamune Shirow and Seishinsha

IT'S ...

MANGA mania

Sumo Family is ™ and © Woodrow Phoenix

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SUPER PLAY GOES ON THE TELLY

Watch BBC1 on 1 March and you'll see *Super Play* make its debut appearance on *Grange Hill*. According to our contacts at 'the Beeb', there's going to be a copy of *Super Play*'s issue 10 proudly on display as the kids battle with a multi-player tennis game on the SNES. And guess who will be displayed in all his glory? That's right. Neko!

Okay, so it's not a major news story. We just thought that, what with it being Christmas and everything, you might like to know. And remember to make a note in your diary because March is a long way away.

Christmas mail order

Around this time of year there is a huge increase in the number of orders taken by mail-order companies for hardware and software. Consequently it makes sense to order your goods early if you want them to arrive before Christmas Day.

Another piece of advice we'd like to give is, whenever possible, use a credit card to pay for goods, rather than a cheque. This is sensible, not only because it nullifies the risk of your payment being lost or held up in the post, but also if anything untoward should happen to the company you're dealing with, you'll get your money back. Paying by cheque doesn't always guarantee this.

The advertisers in *Super Play* are constantly and carefully vetted to ensure that they provide the best service possible and, of course, they do. But to make sure you're not caught out by unforeseen circumstances, do try and use a credit card to order goods, and make a note of every conversation and transaction that occurs. That way, any mistakes are easier to rectify.

Aeroplanes, tanks, oil refineries and explosions. (*Heaven... – Ed.*)

DESERT FIGHTER

System 3

We've previewed this before in its Japanese form (*SP*s 9 and 12), but we thought you should know that System 3 are to publish it officially in this country.

Unlike the similarly-derived *Desert Strike*, this game makes no bones about its origins. It's totally and utterly a Gulf War game, with SCUDS, rocket launchers and a city highly reminiscent of Kuwait.

The graphics are good, it must be said, the controls are a bit funny after you've played *Desert Strike* and, unless hostilities break out between Avon and the rest of England, we'll be having a full review next month.

Five bogies in what? Where? Tell us!

SUPER PLAY'S HOT LIST

Christmas is a time for glad tidings and goodwill. So which aliens have the team been killing this month?

JAMES

'It's just got to be *Super Bomberman*. Settling down with three chums and annoying them by punching bombs from one side of the maze to the other is the ultimate Christmas pleasure. Better even than injecting toxic doses of curry powder into granny's mince pies.'

JONATHAN

'*Aladdin* has been getting a lot of attention from me recently (see my review this ish). And I had this really great idea – instead of buying all my friends and relatives Christmas presents, I'd give them *Aladdin* level codes. It shows that I've struggled to achieve something for them. But when I mentioned my plan, my family stopped speaking to me. Odd, that.'

SUE

'Tis the season for *Total Carnage*, I reckon. This holly and ivy stuff is all well and good, but will holly and ivy stop a steel-jacketed 9mm parabellum round? I think not. Could a stocking full of gifts absorb the blast from a hand-grenade? No. I mean, where's the practicality in that?'

ZY

'*Utopia*. That sounds rather pleasant, doesn't it? A place where everybody's nice to each other all the time, where presents and good wishes are exchanged all the year round. Where you get to eat ambrosia and nectar all day long. Where church-bells ring and small children laugh and lark about and love is always in the air. Or am I thinking of Sheffield?'

LISA

'Oh I love Christmas. I would like to play in the snow with some puppies and kittens, then warm up inside with some piping hot chocolate by a big, crackling log fire. But it never happens like that, so I'll stay in by myself and play *Plok!*, I think. All on my own.'

JAMES B

'I think Christmas is a time for non-stop partying, so I've been playing *Rock 'n' Roll Racing*, with the volume set as high as it can possibly go. It's even got a seasonal snowy bit. My neighbours all join in the festivities by thumping on the walls and ceiling. It's nice to know that they appreciate the soundtrack as much as I do.'

DEAR FATHER CHRISTMAS...

THE BEST OF 1993!

We thought Helen McCarthy's anime Christmas gifts thing was such a good idea that we've decided to do our own. Only a bit more SNES specific. So, rip out this page and post it to 'Father Christmas, The North Pole', making sure it arrives by 24 December, and that's your Christmas present list sorted. £2.50-worth in itself, we'd say.

Right. Santa, then. Here's what I want for Christmas.

1) SUPER MARIO ALL STARS

Nintendo • £49.99

We've said it before – quite a few times, actually – and we hope you'll bear with us if we say it again. *Super Mario All Stars* is the best value cart you'll find this Christmas. The four games packed into it might be tarted-up old NES games underneath, but you'd never know it unless you were a really tedious old trainspotter – they look every bit as good as *Super Mario World*, except there's lots more of them. Find this in your stocking on Christmas morning and you're guaranteed to be still playing it on New Year's Eve – 1994!

Take a bow, Mario.

2) SECRET OF MANA

Square Soft

• Call importers for best price

It's rare for a smile to flicker across Zy's socially oppressed features. And it's unheard of for him to spend an entire week – night and day – grinning broadly at *Super Play*'s SNES, all thoughts of revolution banished from his mind. But that's just what happened when we gave him *Secret Of Mana* to play. There's a full review of it starting on page 45 of this very issue but, briefly, it's probably the best RPG yet on the SNES, even better than *Zelda* and, in terms of lastability, it's the thinking player's equivalent of *Super Mario All Stars*.

We've given this one a massive 94%.

3) CRYING FREEMAN PARTS 1-3

Island World • £8.99 each

If, when someone says 'anime video' to you, you immediately think of exploding brains, awkward pauses, funny 'speed lines' in the background, and plots that would make about as much sense if you played the tapes in reverse, then you can't have seen the *Crying Freeman* series. It's got a proper storyline, all to do with a bloke who's somehow got mixed up with the Chinese mafia and wishes he wasn't, and nothing too far-fetched happens, although there's no shortage of violence.

4) SUPER MULTITAP

Hudson Soft/Sony • Approx £30

This is one accessory that should really have been built into the SNES to begin with. It lets up to five people play a game at the same time, if you've got enough controllers to go round, and is essential if you're to get the most from top titles like *Jimmy Connors' Pro Tennis Tour*, *Secret Of Mana* and, of course, *Super Bomberman*. (In fact, better get a copy of *Super Bomberman* to go with it.)

You'll be in multi-player heaven.

5) SUPER MARIO KART

Nintendo • £39.99

'But this came out *last* year,' you may cry. And we'd be fools to argue. For *Mario Kart* was, indeed, released last Christmas, and last Christmas took place, appropriately enough, last year. And not this year at all. But *Mario Kart*'s still a great game – the best driving game on the SNES, in fact – and would be sure to liven up any post-Queen's Speech sitting room.

6) PRO ACTION REPLAY

Datel Electronics • £49.99

Whether you're slightly crap at games, or just want to make sure you get the most out of those real tough nuts in your collection, the Action Replay comes in jolly handy indeed. By bunging codes into it (either from *Super Play*, or ones you've worked out yourself) you can give yourself infinite lives and do all manner of other things. We use one in the office all the time! (Er, for research purposes, you understand.) Co-incidentally, you can save a fiver on an Action Replay in Superstore on page 87.

It's got a nice box, too.

7) A SUPER PLAY SUBSCRIPTION

Future Publishing • £24.95 (by direct debit in the UK)

We kid you not. Gifts don't come much more ideal than this, at least as far as the Super Nintendo owner is concerned. Providing a year's worth of SNES fun in monthly instalments, and delivered to your door, it's the best £24.95 you'll ever spend. (*Will that do, Steve? – Ed.*)

The best Christmas present ever.

8) SENSIBLE SOCCER

Sony Imagesoft • £TBA

Ever since that famous World War I incident, when hostilities ceased for a quick kickabout in No-Man's Land, football and Christmas have been irrevocably entwined. So a footy game is a bit of a must this Yuletide, and *Sensible Soccer* is just about the best. It might not quite be out in time for Christmas, unfortunately, but it's well worth hanging on for. Maybe you could spend some of those impossible-to-get-rid-of Smith's tokens on it or something.

Goooooaaaaaal! (as they say in Italy).

9) LEGEND OF THE DEMON WOMB

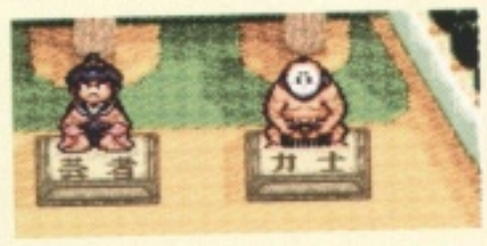
Island World • £12.99

One for granny, this. It's made it onto our Christmas list on James' recommendation – he does like to watch tentacles venturing where they shouldn't. But cross it off if you're after any sort of plot, or anything longer than about five seconds between each entrail-related incident, or, indeed, if you're under 18. And it might be best not to play it immediately after Christmas dinner – not without sending aunties and uncles out of the room first, anyway.

10) THE LEGEND OF THE MYSTICAL NINJA

Konami • £49.99

No game better represents the spirit of Christmas in cart form than *Legend Of The Mystical Ninja*. It's full of joy and magic, and there are loads of goodies to be discovered. The only difference is that *Mystical Ninja* will last you far longer than 12 days – which is pretty good going when you consider how much Christmas costs.



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Based on Steven Spielberg's hit film – non-stop action – critically acclaimed game play – eight levels.
"A stunning looking game with superb animation". Frank O'Connor, editor of Total.

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Join Franky for more madcap adventures!
- 20 huge levels including 4 bonus levels all on a massive 8 Mega bit cartridge.
- Also coming soon for the Nintendo Entertainment System.
- Out Now! – Dr Franken 2 for Nintendo Game Boy.

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Join Freddie and Frankie for the adventure of a lifetime!
- Programmed on a 2Mb cartridge (2 to 4 times the size of most Game Boy game cartridges!).
- Huge playing area of 790 screens.

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Fantasy role playing at its best!
- One of the biggest role playing games ever created, programmed on an 8Mb cartridge and including battery back-up.
- With 16,000 3D locations.

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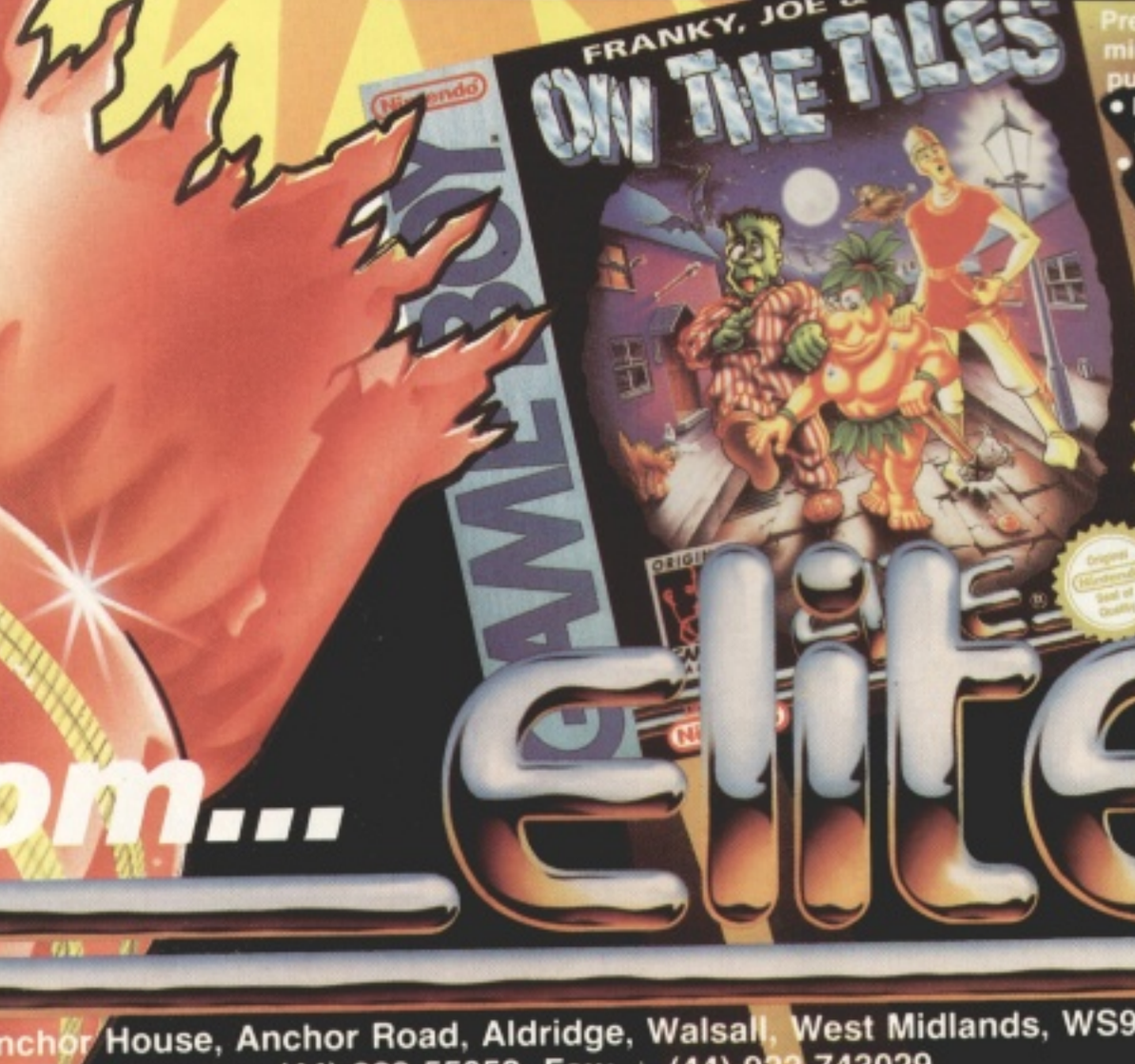

Prepare yourself for the most mind-blowingly addictive puzzle game ever!
- Full password re-entry system.
- Bonus icons, traps and special features galore and the clock keeps ticking away.

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CHART THROB

GLOBALLY GREAT GAMES

Want to know what games are being played around the world this Christmas? Check out *Super Play*'s up-to-the-minute top 10s.

(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4.)

OFFICIAL PENGUIN GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ▲ **MARIO ALL STARS** Nintendo
Four great games on one cart. If you haven't got it already, put it on your Christmas list now. 96%

2 ▲ **STREET FIGHTER II TURBO** Capcom
Another game you'd be mad not to buy. Ask Santa nicely, and you might find it in your stocking. 96%

3 ▼ **MORTAL KOMBAT** Acclaim
The blood and gore are missing, but the action more than makes up for it. 81%

4 ▼ **STRIKER** Elite
The best football game on the SNES – even better than *Super Soccer*. 89%

5 ★ **KEVIN KEEGAN'S PLAYER MANAGER** Imagineer
Why this made the charts we'll never know. We weren't impressed. 59%

6 ▼ **SUPER MARIO KART** Nintendo
Seems like this game's been in the charts forever. Why? Because it's completely brilliant. 93%

7 ★ **ZOMBIES ATE MY NEIGHBORS** Konami
An innovative shoot-'em-up with lasting appeal. And monsters. 89%

8 ★ **SUPER KICK OFF** Imagineer
A ridiculously flawed, badly programmed, but nevertheless enjoyable game of footy. 84%

9 ★ **KRUSTY'S SUPER FUNHOUSE** Acclaim
A *Lemmings*-like puzzley-type game featuring rats and custard pies. 79%

10 ★ **SUPER SMASH TV** Acclaim
Forget *Family Fortunes* – take part in this gameshow and you're playing with your life! 84%

Striker: A football game that everyone can enjoy.

Player Manager: Boy, that looks really exciting!

Zombies: Johnny's got to save the neighbourhood.

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1 **SUPER EMPIRE STRIKES BACK** JVC (US)
2 **ALADDIN** Capcom (US)
3 **THE SECRET OF MANA** Square Soft (US)
4 **SUPER BOMBERMAN** Hudson Soft (US)
5 **ART OF FIGHTING** Takara (JAP)
6 **MACROSS** Zamuse (JAP)
7 **ROCK 'N' ROLL RACING** Interplay (US)
8 **BOXING LEGENDS OF THE RING** Electro Brain (US)
9 **ZOMBIES ATE MY NEIGHBORS** Konami (US)
10 **SUNSET RIDERS** Konami (US)

JAPANESE CHART

Compiled for *Super Play* by Tai Ono

1 **J-LEAGUE SOCCER** Jaleco
2 **SUPER MARIO COLLECTION** Nintendo
3 **MARIO & WARIO** Nintendo
4 **WINNING POST** Koei
5 **HOLY SWORD LEGEND 2** Square Soft
6 **SUZUKA 8 HOURS** Namco
7 **PRETTY SOLDIER SAILOR MOON** Angel
8 **TORNECO'S GREAT ADVENTURE** Chun Soft
9 **FINAL FANTASY USA** Square Soft
10 **STREET FIGHTER II TURBO** Capcom

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **THE 7TH SAGA** Enix
2 **MORTAL KOMBAT** Acclaim
3 **STREET FIGHTER II TURBO** Capcom
4 **SUPER MARIO ALL STARS** Nintendo
5 **ALADDIN** Konami
6 **SUPER EMPIRE STRIKES BACK** Interplay
7 **WORLD HEROES** Sunsoft
8 **ZOMBIES ATE MY NEIGHBORS** Konami
9 **SUPER BOMBERMAN** Enix
10 **ROCK 'N' ROLL RACING** Sunsoft

Super The Empire Strikes Back: Why the the?

Aladdin: A lovely game, but it lacks lastability.

Super The Empire Strikes Back is the most popular game out on import this month and Jonathan has taken a good long look at it on page 48. We've also reviewed Capcom's new movie licence, *Aladdin*, this ish – it's a great-looking game and complements the film perfectly. But, although it's a joy to play, once you've finished it, you may find that you'll put it back in the box, place it neatly on your shelf, and then forget about it. New shoot-'em-up *Macross* features on page 36. We liked it too. We also liked *Boxing Legends* and called it 'A great change from tired *SFII* rip-offs'.

Super Mario Collection: A must for *your* collection.

Mario & Wario: Another SNES mouse game.

SFII Turbo tenth on the list? What's going on here? It's not a surprise, however, that *J-League Soccer* is up there in the top spot, as the Japanese are heavily into their version of footy. We haven't actually seen the game yet, so can't say whether or not it's any good. Mario is the star of the month again with the brilliant *Super Mario Collection* and that mouse gets more use with *Mario & Wario*. Horse racing is still popular, with *Winning Post* in the charts for the second month running – we'd love to see what all the fuss is about. Sport in general is well represented – *Suzuka 8 Hours* is here too.

The 7th Saga: Or could that be Mystic Meg?

World Heroes: An unbeatable fireball throw.

It seems that the Americans have gone RPG crazy and decided that *The 7th Saga* justifies the number one position this month. We weren't so enthusiastic about it in our review, giving it a conservative 69%. It just shows that you never can tell! The one thing you *can* be certain of is that the Americans are still dead keen on beat-'em-ups and, sure enough, *Mortal Kombat* and *Street Fighter II Turbo* feature here, as does *SFII*-alike *World Heroes*. As mentioned, *Aladdin* and *Super The Empire Strikes* back can both be found reviewed in this issue, so get reading!

WHAT'S IN STO

Striker: Footy at its best.

SFII Turbo: The softies' favourite.

Starwing: Super game, Super FX.

There seems to be no end to the Nintendo explosion, and this Christmas sales of hardware and carts are set to soar. So just what can we expect from the big publishers next year?

To find out, *Super Play*'s Dave Roberts asked 10 top software publishers the following searching, in-depth questions. And, in the true spirit of Christmas, we got a few silly answers...

THE QUESTIONS

1. What was the best SNES game of 1993 (excluding your own) and why?
2. What was the worst game and why?
3. Were SNES games in general better than, worse than or the same standard as in 1992?
4. What general changes would you like to see in the Super Nintendo market in 1994?
5. How many SNES games will your company be releasing in 1994?
6. Which titles of yours should we be on the lookout for, and why?
7. Do you have any plans to use the Super FX chip in 1994? If so, in what sort of game?
8. What do you think your company will add to the SNES market in 1994?

KONAMI

Pete Stone, consumer manager

1. *Street Fighter II Turbo*. It's an unbeatable conversion.
2. No comment.
3. There's lots more games but the overall standard has probably dropped slightly.
4. The number one desire for the UK market is lower prices. The consumer wants bigger and better games and we want to make bigger and better games, but it's difficult to do that and maintain realistic pricing. In the US, SNES owners are demanding 16 meg games and they're prepared to pay for them, but that means a price point of £55-£60 over here. It's a serious problem.
5. 10.
6. Our biggest titles are coming towards the end of '94 and we're still negotiating licences for some of them so they're difficult to talk about. The whole catalogue is very solid, however, as we're building on what's been a very successful 1993. *Lethal Enforcers 2* is one to watch – it'll work with the guns supplied in the first game. We're also planning *Pop'n Twinbee 2* and a new game for Sparkster, the main character from *Rocket Knight Adventures*.

Our biggest successes of '93 were the *Tiny Toon* games – there'll be another *Tiny Toon* title in '94.

7. We have no plans to use the Super FX chip, but watch this space for something just as exciting.
8. We're very optimistic about the SNES market for '94. The Mega Drive's had a good run, but Nintendo is definitely back in the fight now and I think the machine has got a very healthy future.

MICROPROSE

Martin Moth, product manager

1. *Super Mario Kart*. It's just soooo playable. (*Er, absolutely, but didn't it come out in 1991?* – Super Play.)
2. *Super Black Bass*. Would *you* find fly-fishing exciting on a SNES?
3. Generally better.
4. We would like to see a reduction in cart sizes and more attention to gameplay. Stop overloading games with pretty, but irrelevant, graphics. This will help keep games affordable. Paying £60 for a game is ludicrous.
5. Five.
6. a) *Star Trek: The Next Generation*. It's a strong licence and the gameplay has a close link with the series.

b) *The Chaos Engine*. It's a Bitmap Brothers game and it's hugely playable.

7. No.
8. MicroProse will be bringing to the video game market the strength of gameplay and brand recognition that has already made us so strong in the PC market. Our aim is to concentrate on releasing a high number of high quality games with the emphasis very much on long-term playability.

ELITE

Kim Wilcox, sales and marketing manager

1. *Mario All Stars*: Revamped games, *The Lost Levels*, four classics on one cartridge – excellent value for money. *Street Fighter II Turbo* has to get a mention as well.
2. It's a toughie. I would like to sit on the fence here, but what about that fishing game?
3. There've been a lot more companies publishing games and so the choice has certainly gone up. But the standard has ranged from excellent to dire.
4. Perhaps we could have a rest from platform games.
5. 10.
6. We've got an excellent selection of SNES titles for next year. One highlight is another superb footy game, *World Cup Striker* – a greatly enhanced version of the hugely successful *Striker*.
7. Yes, definitely. I can announce that we will be using the Super FX chip in a Grade AA+ product called *PowerSlide*. It's going to be an off-road driving game, a simulation developed utilising the expertise of some of the world's top motor sports advisors. It'll be one of the biggies of next year!
8. We'll continue with our policy of producing top quality games.

ELECTRONIC ARTS

Mark Lewis, managing director

1. *Street Fighter II Turbo*.
2. I won't mention any names, but there were too many bad clones.
3. There were too many bad clones!!
4. What I would most like to see in 1994 are lower retail prices.
5. Seven.
6. *FIFA Football*; surely you don't need to ask me why.
7. No, it's too expensive.
8. We will only release our very best video games – those that we consider to have a strong European appeal, like *FIFA Football*.

GREMLIN

Ian Stewart, chairman

1. Without a doubt, *Street Fighter II Turbo*. You can guarantee that at Gremlin during lunch breaks and after work there are people gathered around a SNES playing *Street Fighter*. Now when you get programmers who program all day and games testers who test all day wanting to stay behind after work to play a game, that's got to be a good sign.
2. Pass.
3. In general the quality of SNES games has increased tremendously this year. This is the sort of natural progression you would expect once programmers get familiar with the technology and learn how to tweak the hardware.
4. I think that the style of product will be pretty similar in '94, but there will be big changes in size. 16 and 24 Mbit games will be common, if not 32 Mbit. It is very difficult to gauge how this will affect the price of games as, due to the cost of goods, we don't have that much control.
5. Five.
6. The most challenging will probably be *Litil Divil*. We are endeavouring to put across the humour that we had in the PC version. There is a massive amount of animation involved and the results will be interesting. I was very pleased to see how *Aladdin* looks, proving that this type of project can work very, very well.

I'd also say look out for *Nigel Mansell's Indy Racing*, *Madness' House Of Fun* (created in conjunction with the pop group Madness) and *Zool 2*.

7. We will use the Super FX chip in one of our driving games.
8. Our philosophy is to maximise on the good name we have created through *Zool* and *Nigel Mansell*, whilst at the same time looking for possible licenses to pick up. We'll also be introducing new, original characters such as *Litil Divil*

TORE FOR '94?

which we will endeavour to promote as successfully as *Zool*.

As far as Zool himself is concerned, he will continue to wave the British flag and continue to be the most successful character outside Mario and Sonic.

INTERPLAY

Alison Beasley, marketing manager

1. *Striker*: It's a perfectly realised footy game – and I don't even like football.
2. *Bubsy*: It just didn't live up to the hype.
3. There was certainly more choice and, in general, the standard was probably slightly higher.
4. The main thing that I think we'd all like to see is lower pricing. As far as the products themselves are concerned I'd like to see more top quality graphic adventures for the SNES.
5. Eight
6. *Star Trek* will be just brilliant and *Booga Man* is a disgusting game about horrible bodily functions that I feel sure will be recognised as the grossest Nintendo title ever released.
7. No, too expensive.
8. Apart from the odd licence, we bring top quality original product and refuse to be bracketed in any particular genre.

VIRGIN

Ian Mathias, software manager

1. *Starfox* because of its use of the Super FX chip and the classic Nintendo gameplay. *Super Mario All Stars* because it proves there are still some people left who find gameplay more important than tiresome Mode 7 effects.
2. There are so many bad SNES games but let's opt for *PitFighter*.
3. There are more bad games around this year and probably about the same amount of top games.
4. We would like to see more intelligent use of Mode 7 and a relaxing of Nintendo's rules.
5. Six
6. *Dragon*. It's got amazing animation and is programmed in the UK. Also worth a mention are: *Jungle Book*, *Demolition Man* and *Goal*.
7. Possibly. We are keeping an open mind. If we come up with a product which definitely warrants using it then, of course, we will.
8. We aim to produce top quality, mass-selling games across a range of genres.

OCEAN

Paul Patterson, sales and marketing director

1. The best game of the year was, without doubt, *SNES Ball* – that fun-filled game which is like basketball but with Super Nintendos. This game soon lost its novelty, however, because of the huge costs involved when anyone did a 'Slam Dunk'.
2. I was sadder than a peace protester at Greenham Common after the Americans had left, more devastated than Mary Whitehouse after being asked to write Bernard Manning's scripts and more upset than an Ivor Novello award nominee on discovering that 2 Unlimited are the competition, to find that *Family Fortunes* had not been licensed for the superb family entertainment game that it could make.
3. Unlike Les Dennis' scripts, SNES games in '93 generally blew away their predecessors. The isn't to say there weren't any duds, but the general quality was much higher.

Manufacturers are taking more risks to be innovative and to explore and push the SNES technology to its limits. For example (plug, plug) *Jurassic Park* used Mode 7 technology for its smooth 3D interiors and Dolby Surround Sound for its interactive soundtrack and terrifying sound effects.

4. My hopes for '94? Well firstly I hope that Les Dennis learns to be funny. Okay, there's more hope of Take That becoming members of a Satanic cult, but I can dream, can't I?

I think the style and size of SNES games will remain much the same. Let's face it, if they were any bigger they wouldn't fit in the slot and their curvy, almost sexy, lines would be ruined by a *This Morning* makeover.

I'm sure we'll see more challenging games – publishers prepared to take a chance on refreshing new ideas for game formats and a stabilisation of prices that will please both publishers and consumers. There'll also be peace on Earth, joy to the world and apple crumble for everyone.

5. Six(ish)
6. *SNES Dennis' Famicom Fortunes*, *Jeremiah Beadlebum's You've Been Maimed* and *Eek The Cat* – a comedy caper of the highest calibre from Ocean.
7. The high cost of the chip means that Ocean has no plans as yet to develop an SFX game. Instead we will utilise existing, and more sensibly priced, technology to produce superb games.
8. Ocean plans an exciting 1994 with high quality games that are immensely playable, of course we do. Already the programming suites at our prestigious Mancunian headquarters are alive with the buzz of dedicated programming teams shaping tomorrow's most amazing interactive entertainment (well, they will be when they wake up).

Generally, Ocean will be putting a lot of effort into producing great games. Product quality is premium in any business and it is what Ocean aims for. Above all Ocean will produce fun, pure unadulterated and unashamed fun, for your SNES. So, watch this cyberspace and eat lots of pickle.

GAMETEK

Kelly Sumner, European managing director

1. From our point of view, the best game of 1993 was *Starwing*. It's technically very high end and it introduced a new kind of gaming style to the SNES. Now that this style has been accepted, there are titles in our PC line-up for 1994 that can now be confidently brought to market on the SNES.
2. I don't really want to comment on any one specific game, but on a genre. Beat-'em-ups have always been good business but it seems that this year there has been a glut of them. *Street Fighter* and *Mortal Kombat* have done an excellent job, but too many clones have followed and clogged up the market.
3. Games have generally been better this year and a handful have helped to promote video gaming to a far greater audience by creating good awareness in the mass media.
4. I would like to see a reduction in cartridge prices and a much greater diversity in game styles. Successful games do not have to be huge as long as the addictive mix is right and the price point is reasonable.
5. 10.
6. *Pinball Dreams*, due for launch in January '94, will be a breath of fresh air in the SNES market as it will be the first true pinball simulation for the format. It's smooth eight-way scrolling and lightning fast playability will make it an instant hit.

Nick Faldo's Golf will also be a SNES first as we've made it a true golfing simulation rather than a golfing game. We're trying to get it in the shops in time for the UK Open.

7. We've got no plans to use the Super FX chip at the moment as, unfortunately, it would greatly affect the retail price of the cartridges.
8. My outlook for the coming year is based on a firm belief in what we are doing. I believe Gametek will have a really exciting year as long as we remain realistic. We know our SNES titles are of a good quality and sufficiently different to stimulate the market. We want to ensure we have a real competitive edge and will go some way to achieving that by concentrating on value for money.

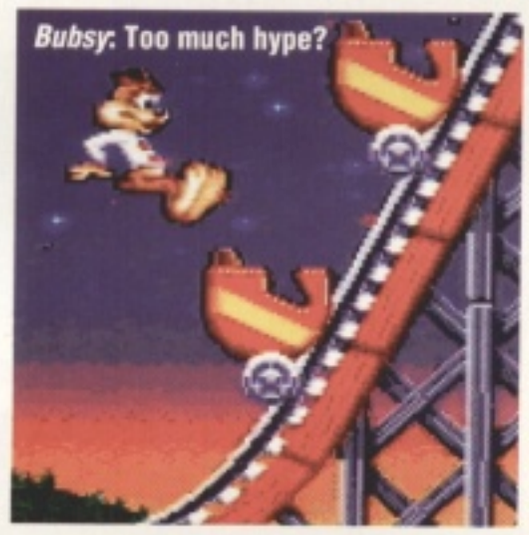
MINDSCAPE

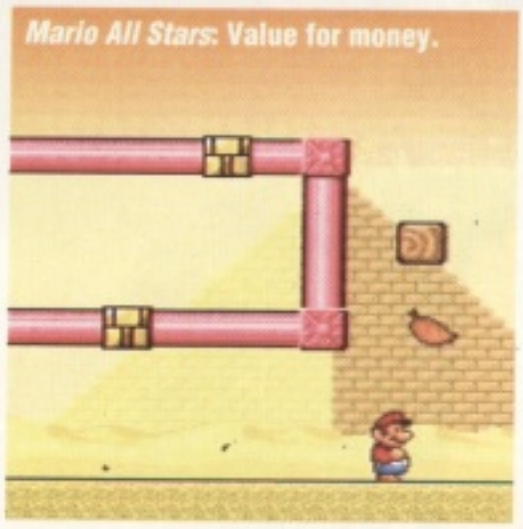
Geoff Heath, European managing director

1. *Mortal Kombat*.
2. No comment.
3. Better, just!
4. Less violence, much more choice and lower pricing.
5. Six
6. *Mario's Time Machine* is next in our series of *Mario* edutainment products, and it will be another good, long shelf-life title. We've also got a couple of very high profile licences.
7. Probably.
8. We've got a good mix of SNES products, but I think it's our edutainment titles that make us totally unique in the market.

Our thanks to the software folk who took part in this look forward to 1994. You'll be able to see news, previews and reviews of all the products mentioned here in *Super Play*!

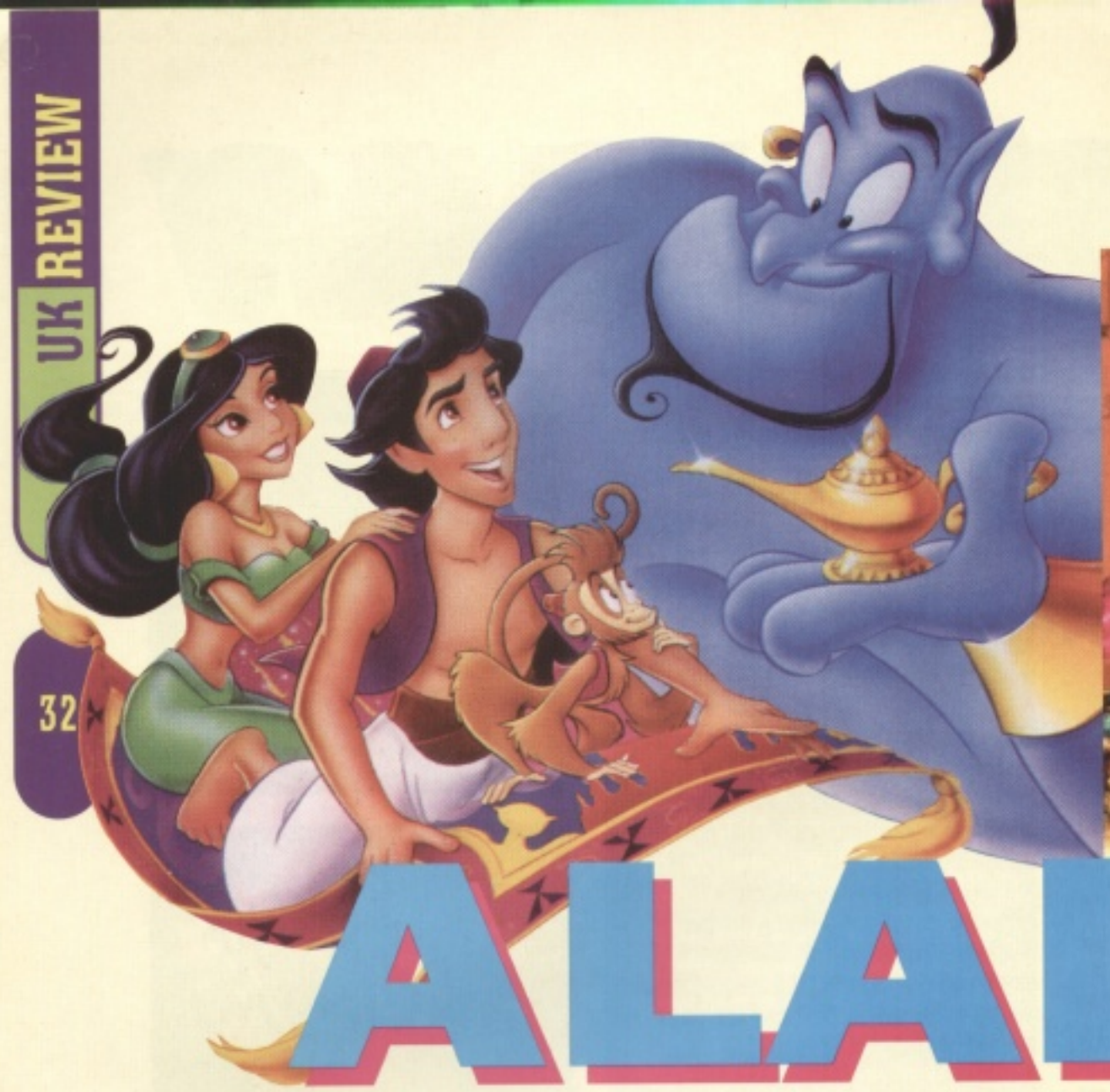
Pinball Dreams: New for the SNES.


Bubsy: Too much hype?


Mario All Stars: Value for money.

Super Mario Kart: Simply great.

Jurassic Park: Innovative.



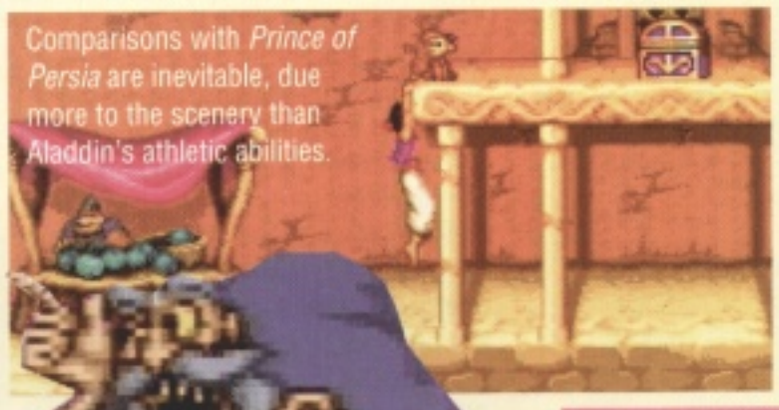
ALADDIN

Capcom have incubated *Aladdin* with just as much maternal care as Disn bestowed on the film. That means great graphics, loads of jokes, an authen Middle Eastern atmosphere and, of course, the best animation in the busines The result is More Than Just Another Platform Game. But will it run and ru

UK Release

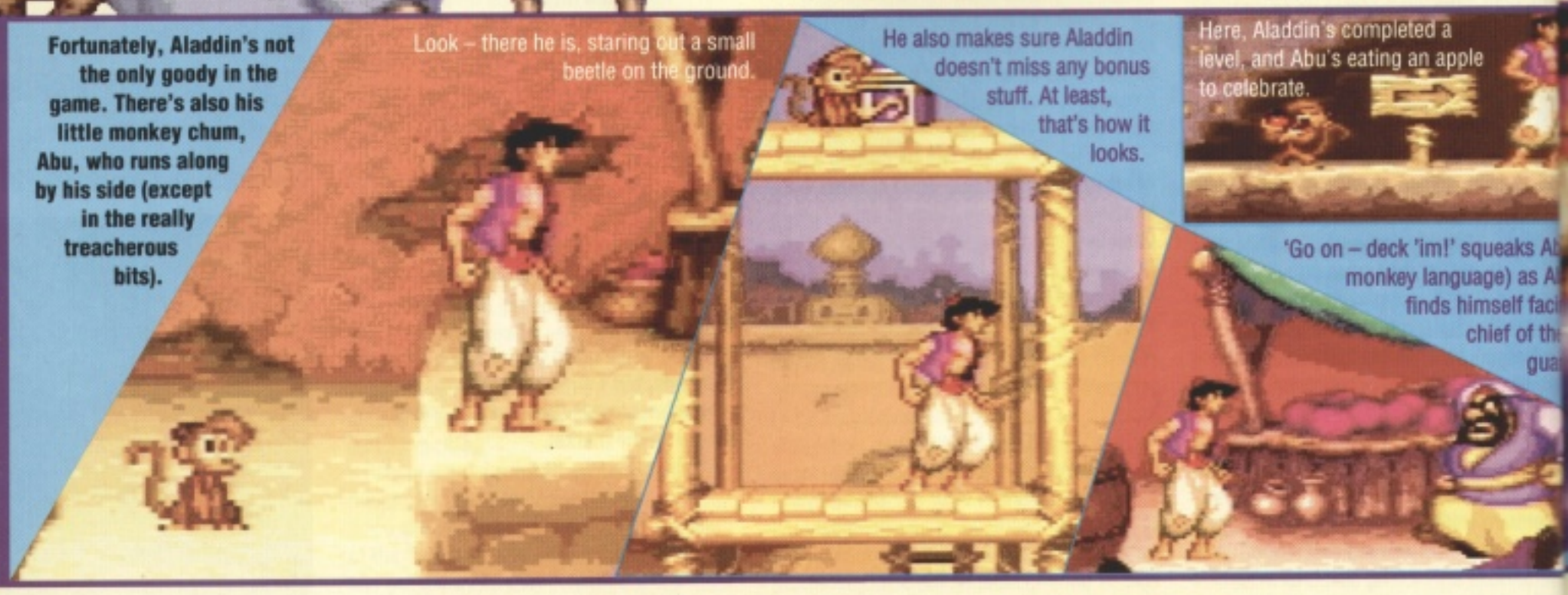
Game: Aladdin
Publisher: Capcom
Developer: In-house
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 10 Mbit

'A platform game? A *platform* game? Y'know...' mused Capcom's top gaming minds, charged with the task of converting the most entertaining film of the year onto the Super Nintendo, 'it might just work.'



MONKEY, ER, BUSINESS

Fortunately, Aladdin's not the only goody in the game. There's also his little monkey chum, Abu, who runs along by his side (except in the really treacherous bits).


Look – there he is, staring out a small beetle on the ground.
He also makes sure Aladdin doesn't miss any bonus stuff. At least, that's how it looks.
Here, Aladdin's completed a level, and Abu's eating an apple to celebrate.
'Go on – deck 'im!' squeaks Ab
monkey language) as A
finds himself faci
chief of th
gua

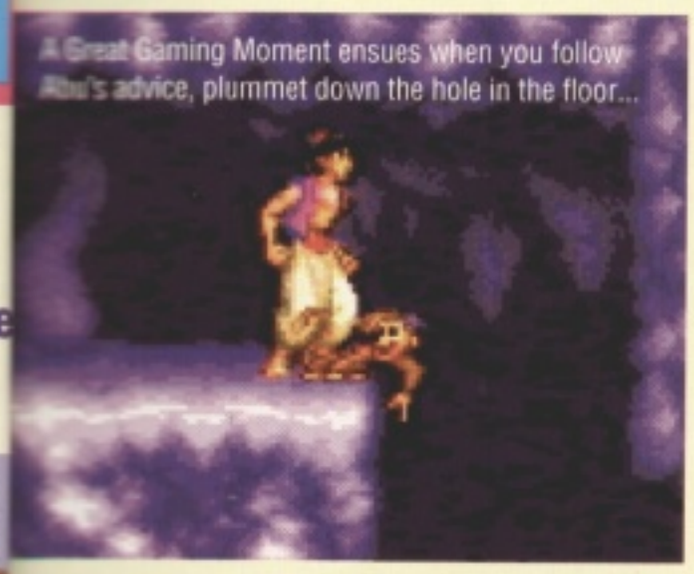
HOW EASY IS IT?

A crucial factor in any platform game is how easy – or difficult – it is to finish. Is it a *Mickey's Magical Quest* romp-through? Or a *Pugsley's Scavenger Hunt* throw-it-in-the-bin-in-frustration (unless you're a top ace games player)? Or does it strike a balance, falling somewhere in between?

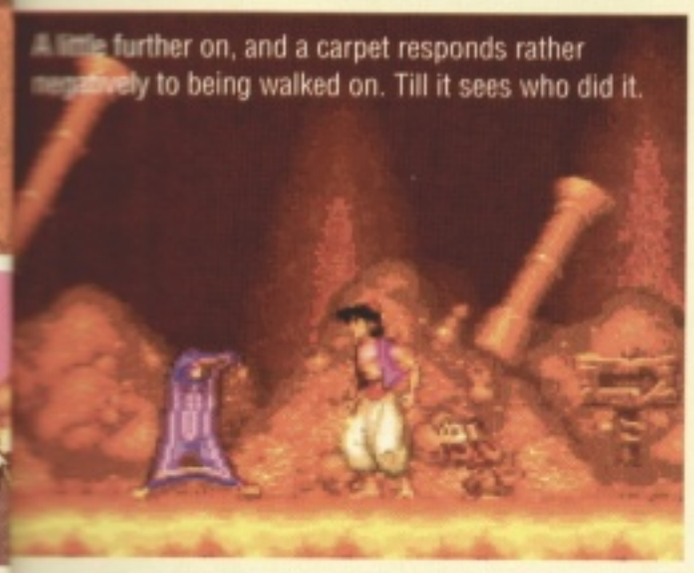
A good sign is that you don't get infinite continues. Or any continues at all, to start with. You've got to collect them in the form of little scrolls. But – oops! – when you use one you go back to the start of the level you died on, rather than the start of the stage.

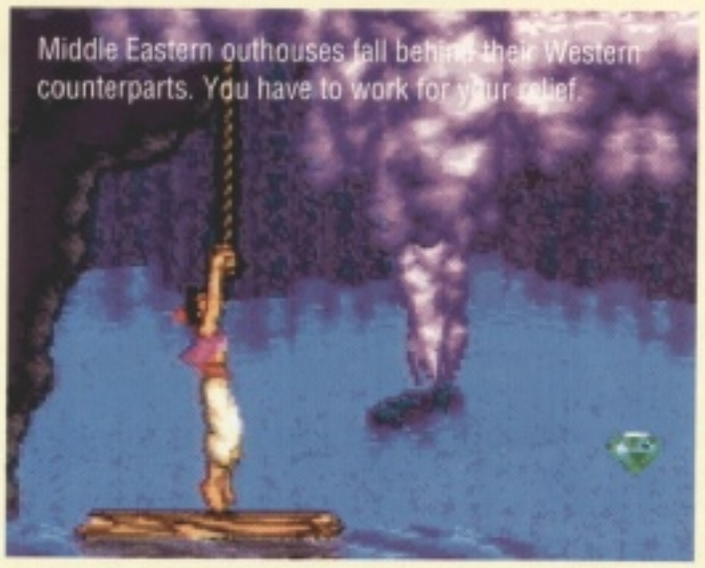
If you're still having trouble, catch the golden scarab beetle that appears from time to time, and you'll be able to win extra energy and lives in this bonus game at the end of the level.

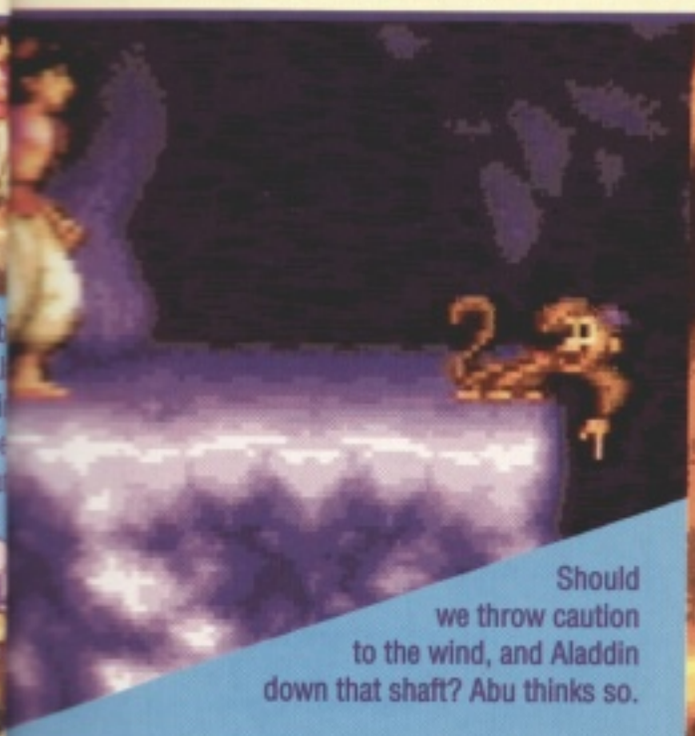
And – aargh! – it's got passwords. If you want to simply play through the game with the minimum of fuss, these are obviously a great idea. If you're after a lasting challenge, though, they equally-obviously ruin everything. The film appeals to all ages. The game should as well – not just the cursed 'younger player'.

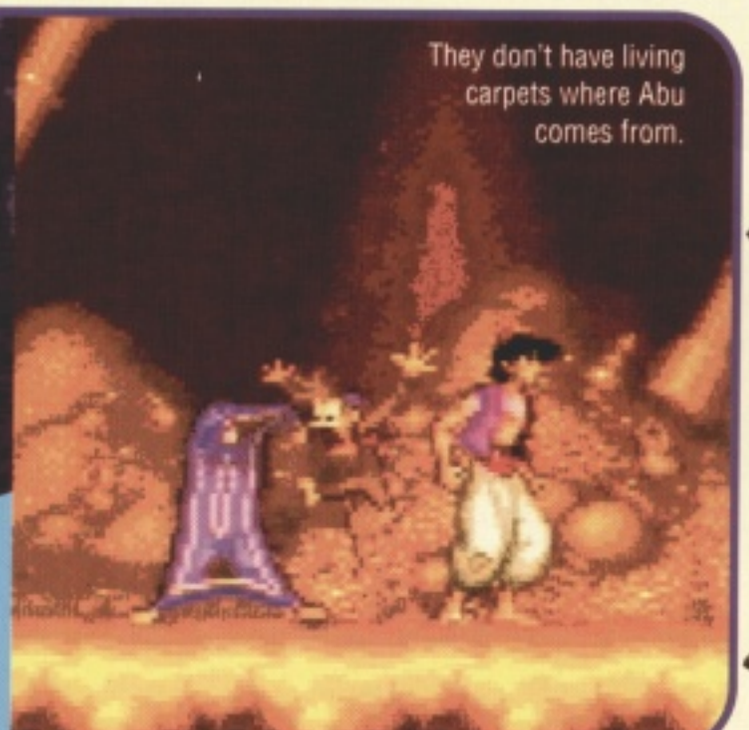

A Great Gaming Moment ensues when you follow Abu's advice, plummet down the hole in the floor...

...and find yourself in a huge cavern stacked up high with gold. Mine's a DB7!


A little further on, and a carpet responds rather negatively to being walked on. Till it sees who did it.


Middle Eastern outhouses fall behind their Western counterparts. You have to work for your relief.

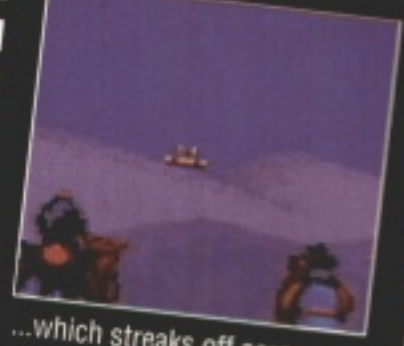

Should we throw caution to the wind, and Aladdin down that shaft? Abu thinks so.


They don't have living carpets where Abu comes from.

Aladdin has a great animated intro. Which can only mean – yes! – a film-strip-type thing.

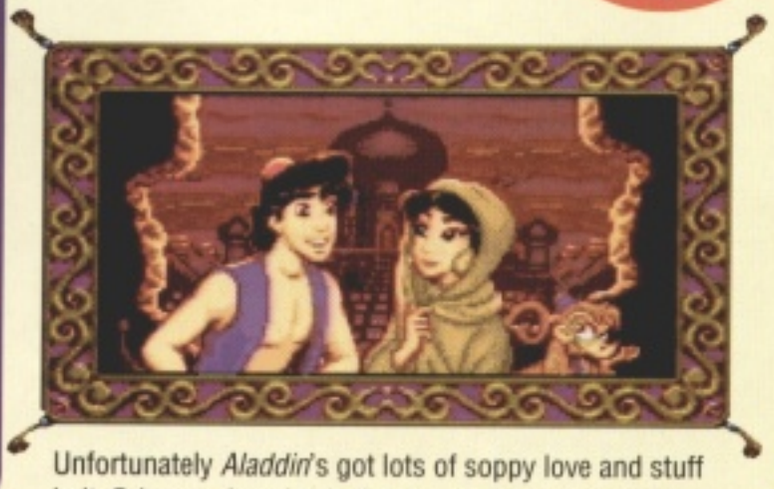
This lamp might look innocent. But just you wait.

Some evil-looking hands release a golden beetle...

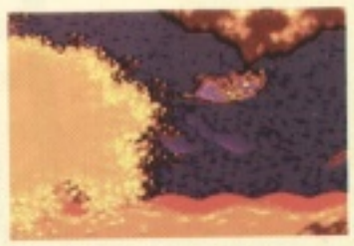

...which streaks off across the sand dunes...

...and awakens a giant panther-type thing.

But only one may enter. And who could that be?


Unfortunately *Aladdin*'s got lots of soppy love and stuff in it. Princess Jasmine is the main culprit, distracting Aladdin from the path of treasure-seeking and butchery.

The underground winds gust strongly.



Argh! Step on it! (It's a carpet – geddit?)

The genie makes a rare appearance in this ace bit.

Quite a few appearances, in fact. This bit really is great.

INCREDIBLE ALADDIN FACTS

- The credits at the end of the *Aladdin* movie contain the names of 513 people.
- It's made $215 million in the US so far.
- The songs won an Oscar. Even though they're crap.
- The genie's voice is done by Mork, out of Mork and Mindy.
- Here at *Super Play*, we saw the film ages before any of you lot, at a special preview showing in the cinema next door.
- *Aladdin* is the first Disney film ever to show a tummy button.
- The character of Aladdin was based on a cross between Michael J Fox and Tom Cruise.
- Aladdin once killed 40 thieves. (*That was Ali Baba – Ed.*)

Food tops up your energy. Diamonds, well, want to be collected up, really. Apples (of which we have 10 here) are used to stun baddies before you jump on them.

One whole stage is given over to this flying carpet bonus level, which looks smashing, but isn't terribly entertaining. It's based on the unbearably soppy 'Whole New World' scene in the film.

Oh no! Jafar's done something spooky to Aladdin. And it seems everyone in a turban's a baddy – that's why some reckon the film's rascist.

He's hiding behind that oval picture

GOOD, BAD OR UGLY?

Although *Aladdin* is technically yet another licenced platform game, and strictly speaking should be sent straight to the end of a very long queue of other licenced platform games, two things make it eligible to push in close to the front. The first is the film it's based on, which is my favourite one of the year (even more than *Jurassic Park*). And the other is that it's by Capcom, who've devoted just as much care to it as they did with *Mickey's Magical Quest*.

The between-level presentation isn't as nice as it might have been, with the story unfolding in a rather dull, leaden way, but the levels themselves are simply fabulous. Aladdin himself is just as dextrous as he was in the film, and perfectly controllable. The graphics are excellent – both the backgrounds and the sprites, which are animated to Disney levels of perfection. The music's not too hot – bad songs played badly – but the sound effects are okay.

It's funny, too. Like the really weird cloud level, for example, where the platforms look at you as you climb over them. Or the monkey, Abu, who runs about being amusing without ever actually affecting the outcome of the game. I especially liked the bit where you're running along a dark passage, and you reach what looks like a dead end, but Abu points excitedly down a hole in the floor, and you drop down into it to find yourself in this huge cavern stacked up with gold. It's one of video gaming's few truly awe-inspiring moments.

In fact, the really nice thing about *Aladdin* is that, although it's just a predictable old platform game underneath, you never really think of it as such – there are far more new ideas in it than old ones. A couple of my pet platform game hates remain, though:

- Dead baddies reappearing whenever their start positions scroll back onto the screen. Why? It just doesn't make sense.
- Restart points, and the lack of them. Admittedly *Aladdin*'s an easy enough game to complete, but there are places where the odd restart point might have been a nice gesture.
- Jumping on baddies' heads to kill them. Whose idea was this? And why has the entire world seized upon it as the standard means of platform game combat? I'm really starting to get quite cross about it now. With Mario it sort of makes sense – that's what Mario does. But with Aladdin it just looks ridiculous, particularly right at the end when he's fighting this giant snake (oops what a giveaway). If he touches any part of its body other than its head *he* loses energy, whereas if he hits the very top of its head with his feet *it* loses energy. Where's the logic in that?

None of those things are massive point-losers, exactly; they just seem out of place in a game as polished and out-of-the-ordinary as *Aladdin*. No, the reason I can't wholeheartedly recommend *Aladdin*, as I so desperately want to, is that there simply isn't enough to it. (*Gasp! How can this be? – Incredulous readers.*)

It's got acres of beautifully-drawn backgrounds, the animation's fabulous, there are loads of neat little touches all over the place, and it feels just as bursting-at-the-seams as the film does. But, like the film, it's all over within an hour or two. Which is fine if you've only paid £3.50 to see it. But you won't have – you'll have paid £49.99. And, while I've seen the film twice already, and still haven't got my mind around its entirety, I can't imagine I'll be playing through the game too many more times.

I'm giving it lots of points for being so great to look at, and so packed with original ideas, and making me laugh quite a lot, and being fun while it lasts and all that. But this is one of those games that, unless you're incredibly rich, you'd be better off borrowing from a friend for a couple of days, and then giving back again.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
94%	77%	91%
GAMELIFE	OVERALL SCORE:	81%
63%		

VERDICT: Great to look at, very involving, and jam-packed with laughs. Just like the film, in fact. But in no time at all it's all over and, er, that's it. It depends what you're after, really – a short, intense burst of gaming heaven, or something you're still going to be playing a week later.

IN FACTS

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FLASHBACK

SONY IMAGESOFT

Award-winning bestseller with Rotoscope graphics –
16 Meg Power delivers the ultimate in games animation.
"You won't believe your eyes." Paul Rand, editor of CVG.

16meg power

U.S. GOLD

Delphine

SUPER NINTENDO ENTERTAINMENT SYSTEM

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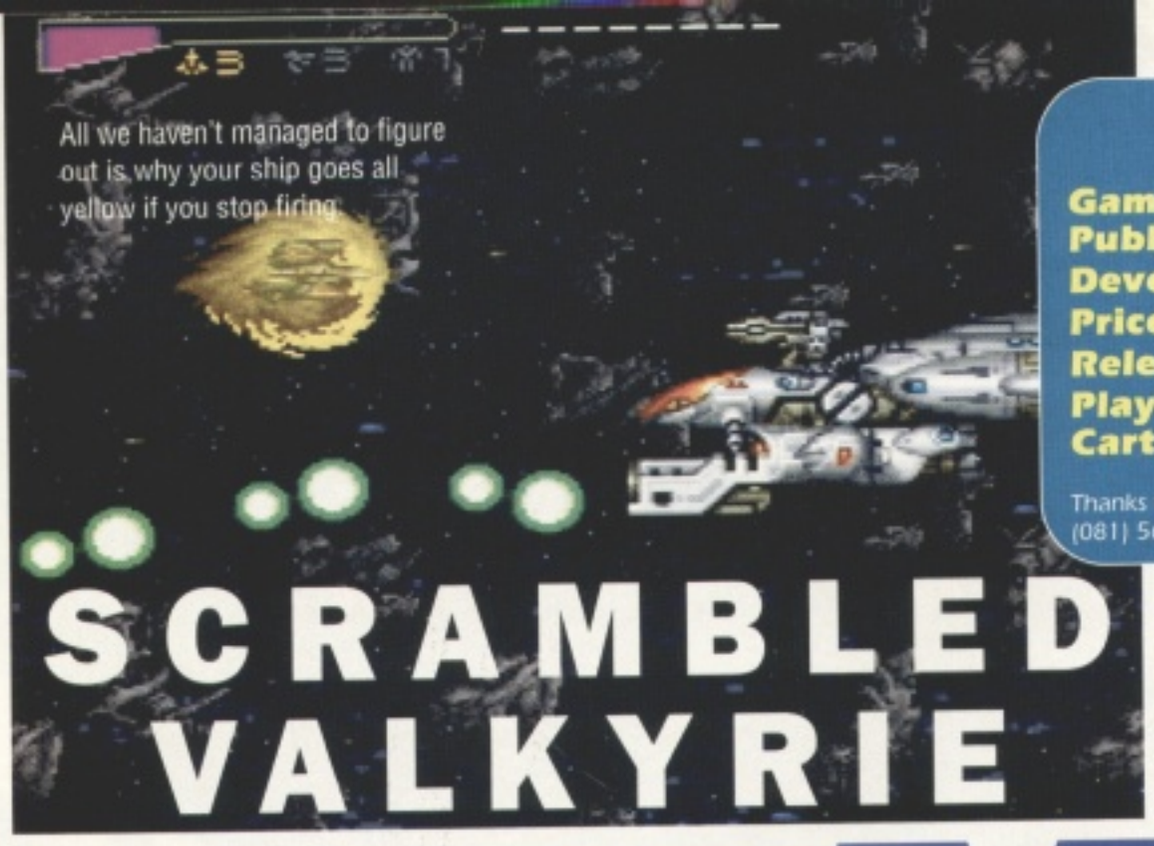


SCRAMBLED VALKYRIE

Japanese Release

Game: Macross: Scrambled Valkyrie
Publisher: Zamuse
Developer: In-house
Price: £70
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Thanks to Console Elite, (081) 561 2422, for the cart.

This robot is unusual in that it can eat two Chinese takeaways at the same time.

MACR

Super Play hasn't been approached by a likely-looking shoot-'em-up for ages. But – wait! – here comes *Macross*. And with a spring in its step.

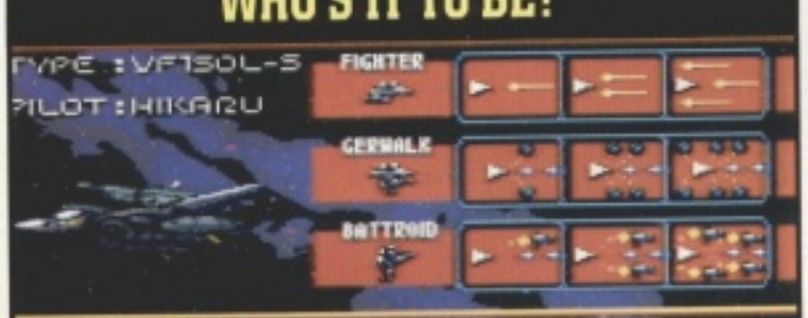
The bosses are very, erm, 'free-form'. This one spins around a lot, and isn't terribly hard to kill. And it runs on gas, by the looks of it.

You might recognise this watery bit from *Phalanx*. Or *Axelay*. Or just about every single shoot-'em-up ever in the world. It's still good, though.

Not only is this boss bristling with weapons and spikes, but he *also* turns on a tap and soaks you.

This is an incredibly fast, incredibly exciting, high-speed scrolling section through some narrow, wiggly tunnels.

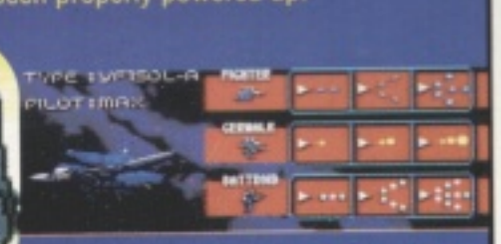
WHO'S IT TO BE?



You've got three *Macross* heroes to choose from. And, what's more, each comes with a ship that can transform into three different shapes, and each have different weapons. And! Each shape has three power levels. Phew.

HIKARU

Probably the most normal-looking of the bunch, although his hair's rather large. And he's got the handiest ship, too, with its excellent lasers that'll rip through anything once they've been properly powered up.



MAX

Wears Martina Navratilova glasses, for some reason, and has turquoise hair. The weapons on his ship are crap, apart from a great homing cannon which, on maximum setting, will kill everything on the screen with ease.

MILLIA

Great hair, but not such a great ship. The Fighter stage launches blobs of fire, which are okayish, the Gerwalk stage launches what looks like toenail clippings, and the Battroid stage launches huge useless globs of fire.

Okay, here's the Fighter stage...

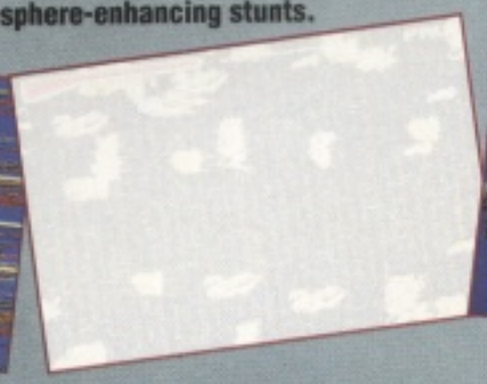
...here's the (erm) Gerwalk stage...

...and here's the Battroid stage.

SUPER FX

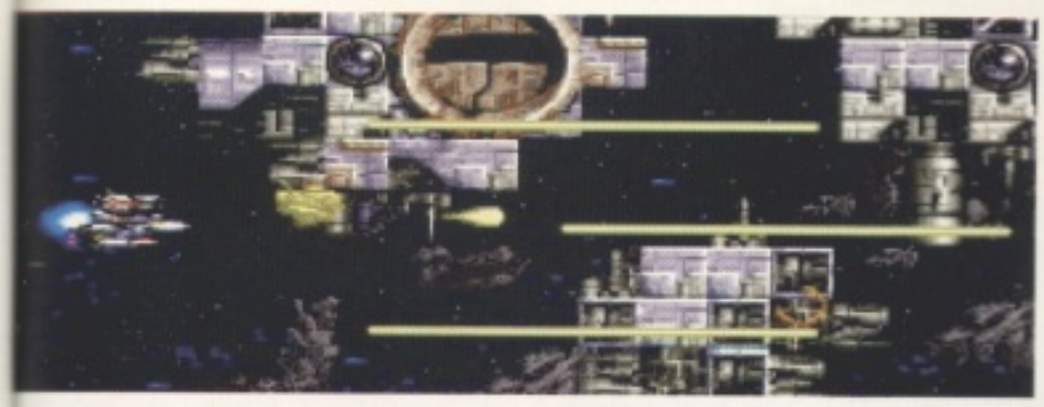
Now we've got your attention etc *Macross* doesn't use any special chips or anything, but it's got Mode 7 all over the place, performing loads of atmosphere-enhancing stunts.

Anime speed lines indicate, um, that we're going really fast through this bit.



It's never quite clear why the screen fogs over at this point.

These black holes suck everything in. You, the baddies, everything.



A massive mothership to carve up. And plenty of lasers to do it with.

This bit's great – all these panels fly off the boss. He then gets a bit crap, though.

OSS

GOOD, BAD OR UGLY?

As I was explaining last month in my review of *Darius Force*, the essential ingredients of any good shoot-'em-up are powerful weapons, huge baddies and hefty explosions. But I was quite pleased with it, as a piece of reasoning, and make no apologies for beginning my *Macross* review in an identical fashion.

And as I pointed out, *Darius Force* was severely lacking when it came to those three key components. *Macross*, on the other hand, isn't. It's got them all, and more, although not *quite* in the quantities necessary to make it an out-and-out, no-holds-barred, lock-up-your-children classic.

The weapons, first. Perhaps the main problem here is that you know right from the start what each of the ships can do. They've each got three different weapons, which in turn can each be powered up to three levels. And even on the top setting they're not exactly of dive-behind-the-settee intensity. But they're beefy enough, and from time to time you'll come across extra bits and pieces to supplement them.

The baddies are great, and come in all shapes and sizes (not just 'fish-like' and 'extra small' like in *Darius Force*) (which I'll stop referring to now – sorry). Some fly about in formations like normal baddies, some fly out of launchers, some just sit there and shoot at you, some come whooshing across the screen at you, some are really big, and some are tiny. The bosses are all good, too – nice and big, with plenty of Mode 7, and needing to be attacked strategically rather than just pumped full of bullets. Baddy-wise, then: 8/10.

And the explosions? Well... The actual bangs when you blow things up aren't anything special – the usual little puffs of fire – but they're supplemented by a whole range of Super Nintendo special effects that give the overall impression that hardware's getting junked at a prodigious rate. A boss will fire at you with his mega-laser, for example, and the whole screen will go white, causing you to reel back in terror.

The graphics are all great, with loads of parallax scrolling (and those special effects again). The sound effects are just like the ones in a shoot-'em-up should be – tearing metal, massive 'whoomphs', robotic voices and honking alarms. The music's great. And it doesn't ever slow down.

Difficulty? Hmm. I seemed to be working my way through it faster than I probably should have been, but that could probably be put down to my legendary games playing skills.

If not a historic top-10-best-games-ever contender, then a solid all-rounder that more than makes up for the recent lack of SNES shoot-'em-up action.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
85%	89%	89%
GAMELIFE	OVERALL SCORE:	87%
87%		

VERDICT: **It's a shoot-'em-up, it's got anime robots in, it's well-paced, it's got lots of variety, it plays just perfectly – it's everything a SNES game should be. Three cheers for our chums in Japan.**

THE ANIME CONNECTION

Characters with big eyes and blue hair? Giant robots? Mysterious sentences like 'We sot a new machine, for the fighting. Now the time to scramble valkyrie again'? This can only mean one thing...

That's right – *Macross* is based on a long-running and highly rated Japanese cartoon series. Fortunately, Rik Haynes, our esteemed Japanese correspondent, is on hand to explain:

'*Macross* is based on a top TV anime series which formed the basis of *Robotech* (another series which you might have seen on satellite TV). It's got more robots and mechanismo than a car factory. It stars Lynn Minmei, who previously saved the earth from a deadly alien invasion by singing a pop ditty, but this time she's piloting a transformable starfighter against the Zentraedi battle cruisers. It's basically transformers for older kids.'

It's big and green, this one.

Some sort of bizarre anime lightning effect, we assume.

Crikey. Basically.

UK Release

Game: Flashback
Publisher: Sony Imagesoft
Developer: Delphine
Price: Approx £50
Release: Out now
Players: 1
Cart ROM: 16 Mbit

Wake up! You're having memories re-implanted in your brain. By some rays.

Everyone's played *Another World*, and everyone (except SNES owners) has played the sequel. Until now.

GOOD, BAD OR UGLY?

Another World – as we concluded in our review in issue 1, where, with one or two reservations, Jason awarded it 81% – is all right. We certainly found no cause for complaint with the graphics, which are 'Cinematique' indeed. Nor the sound, which provided a fitting sonic accompaniment. The enjoyability of the whole thing was similarly hard to fault. No, the only question mark hung over the game's lasting appeal – it wouldn't take long to trial-and-error your way through it, with the help of all the passwords, making it rather poor value.

Flashback's not without it's problems, either. Like *Another World*, it's still a bit on the linear side – there's never any doubt about where you've got to go next or what you've got to do, it's just a question of how you do it. And, as the SNES really needs a Super FX chip to be any good at this sort of polygon graphics, the animation doesn't quite match up to the PC, Amiga or Mega Drive versions of the game, especially during the close-up sequences. (It's still blimming good, though.)

But it does enough to rectify *Another World*'s lastability problems to make it a very sensible purchase. It feels much more substantial and more involving and, after playing it for several days, I still hadn't made that big a dent in it.

And the graphics and everything are even better than ever – once you've made the little bloke pull out his gun, somersault into a room and blow away a couple of baddies as if he should really be wearing a large-lapelled shirt and big hair, you won't want to control another game character ever again.

This is excellent stuff, and definitely represents the Future of Platformgaming (or something). You get the impression that the SNES is struggling slightly to achieve what you'd be better off doing on a PC, but that doesn't stop *Flashback* from being one of the most playable, atmospheric and downright great games the SNES has got.

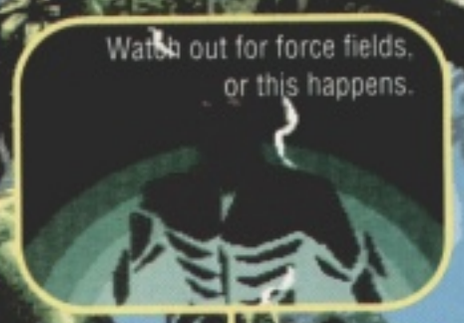
● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
93%	93%	90%
GAMELIFE	OVERALL SCORE:	91%
88%		

VERDICT: This time the stupendous graphics are backed up by a thumping good game. Hooray!

FLASHBACK

Here's but a brief glimpse into level 1, which starts off with you waking up in a jungle and finding you can't remember who you are, or how you got there.

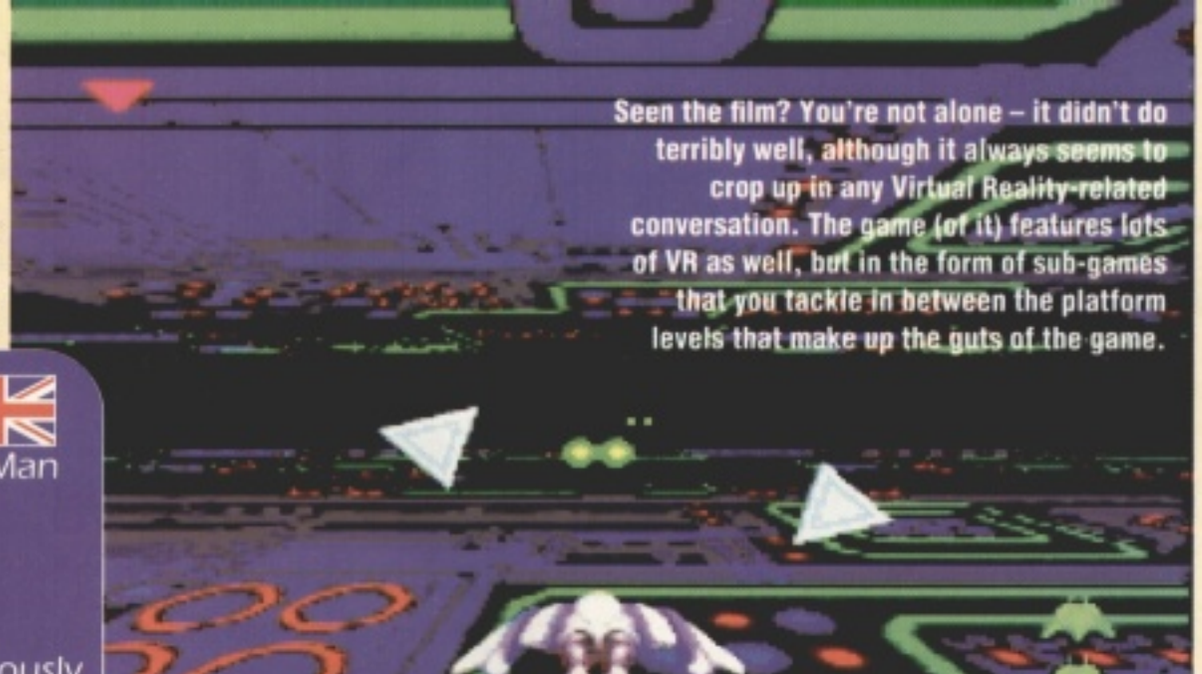


Along with 'Chaos Theory' and 'Cyberpunk', 'Virtual Reality' is a terrific meaningless term that can be attached to just about anything to make it sound all up-to-date.

UK Release

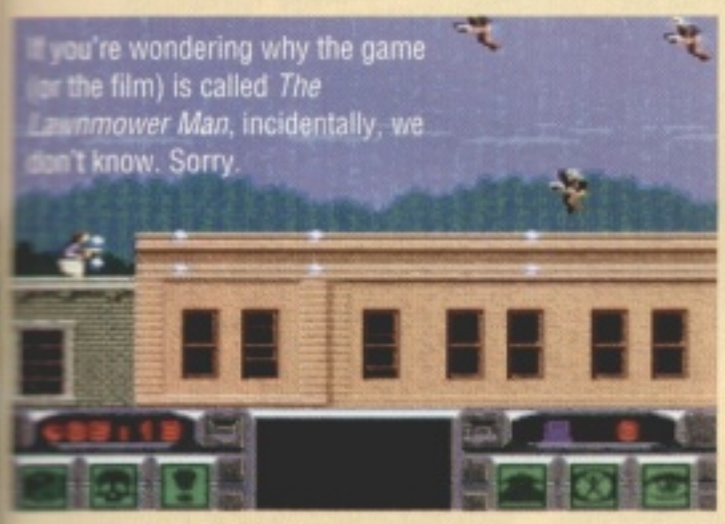
Game: The Lawnmower Man
Publisher: Storm
Developer: In-house
Price: £49.99
Release: 10 December
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

THE LAWNMOWER MAN

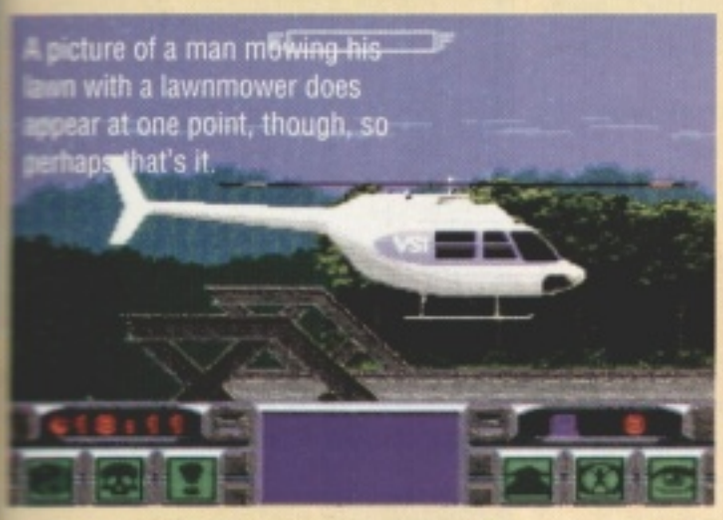


Seen the film? You're not alone – it didn't do terribly well, although it always seems to crop up in any Virtual Reality-related conversation. The game (of it) features lots of VR as well, but in the form of sub-games that you tackle in between the platform levels that make up the guts of the game.

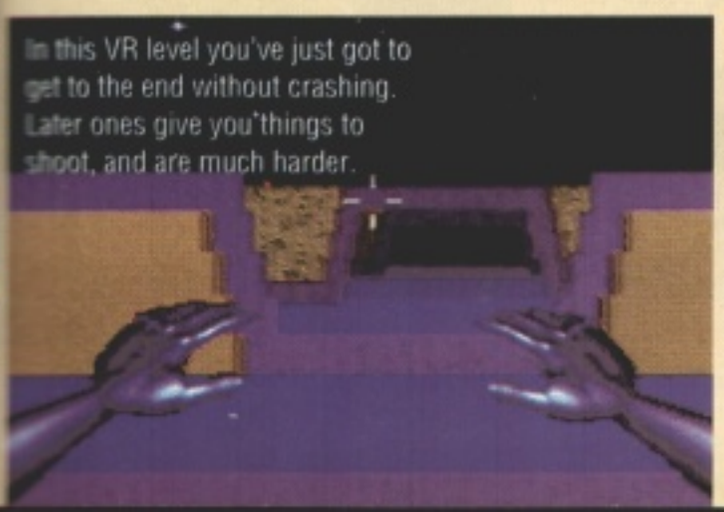
You've got to walk around these platform levels looking for doors into the far-superior 'Virtual Reality' sections (as pictured in the top-right).



If you're wondering why the game (or the film) is called *The Lawnmower Man*, incidentally, we don't know. Sorry.



A picture of a man mowing his lawn with a lawnmower does appear at one point, though, so perhaps that's it.



In this VR level you've just got to get to the end without crashing. Later ones give you things to shoot, and are much harder.

GOOD, BAD OR UGLY?

'Blimey,' we said, when we were first shown this by Storm, absolutely staggered at the brilliant graphical effects in the Virtual Reality sections. 'So, er, what special chip does it use, then? A DSP? A Super FX? Or something even more bound-to-push-up-the-price-of-the-cart?'

'Nope, no special chips used at all,' replied Storm.

'Ha ha. No, but really.'

'No, but really. It's all down to the power of the SNES, and the hard work put in by our boffins back at the lab.'

And they were right. We pulled apart our *Lawnmower Man* cart (not something to try at home) and examined every last diode and capacitor, and there's nothing out of the ordinary in there at all. So we're completely baffled as to how Storm have managed to get all that (admittedly very blocky) scenery whizzing towards you so smoothly. The effect is absolutely great, especially with the authentic '80s-style rave music to add to the atmosphere, and can safely be said to be another step forward for the SNES.

What's also baffling, although more of a step backwards than anything, is why Storm bothered to put in all the tedious platform sections. Viewed in isolation they're not so bad, if a bit flat and weedy-looking, but interleaved with the gobsmacking VR levels they just look crap. Given that they've got all this incredible graphical knowledge, Storm would have done far better to have ploughed all their efforts into the 3D sections, and joined them all together into a really amazing 3D shoot-'em-up.

The Lawnmower Man is still a pretty good game, though. It's very challenging – outrageously difficult in some places, with obstacles suddenly appearing in front of you that you've no way of avoiding unless you know they're going to be there from the last 260 times you got killed by them. That makes it a good long-term prospect, unless you're prone to initiating frustrated cart-through-window incidents.

The Lawnmower Man's a patchy, though ultimately successful, adaptation of a tricky licence, then.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
88%	85%	74%
GAMELIFE	OVERALL SCORE:	
76%		77%

VERDICT: Pleasing 3D sections mixed with tedious platform ones. The overall effect is pretty much okay, and there's plenty of Virtual Reality atmosphere.

ALFRED

Another platform game, then. And the character, well, he's kind of cute. So that would make this a cute platformer. Think you've seen it all before? Don't count your chickens...

UK Release

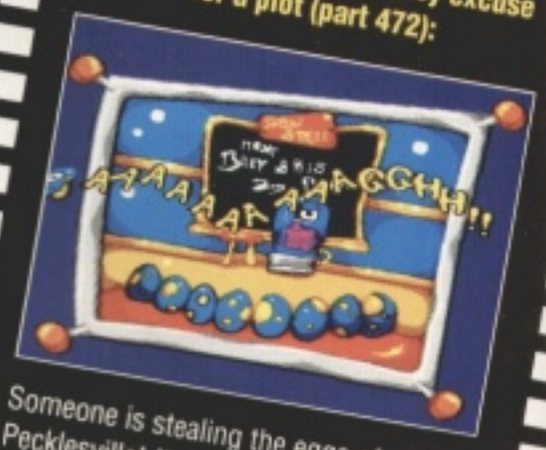
Game: Alfred Chicken
Publisher: Mindscape
Developer: In-house
Price: £50
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Some of the levels can get quite complex, as Alfred switches switches, jumps on springs, and swims underwater (with scuba gear), while tying to avoid all the chicken-hating nasties.

The levels are big enough to explore, but compact and well laid out enough to be familiar once you've been through 'em.

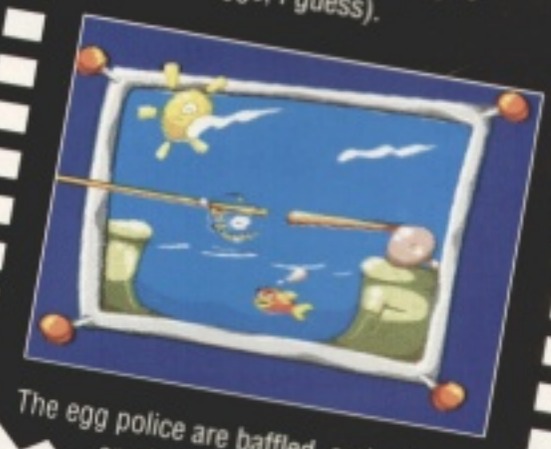
Another wind-up rodent bites the big one in a stream of stars.

Ah, a cute platform game; it must be time for the standard flimsy excuse for a plot (part 472):



Someone is stealing the eggs of Pecklesville! No, really, they are. Even at school, no egg is safe...

...and those who venture outside risk abduction by magnet (er, they're magnetic eggs, I guess).



The egg police are baffled, and ask a small red chicken to save the day. And it's all true. It *is*.

GOOD STUFF

Luckily for Alfred, there's plenty of stuff knocking about to help him apprehend the ova-zealous yolk-snatchers. See for yourself...

Lose a life and you'll return to the site of the last balloon you burst.

Alfred can peck at these switch thingies to turn blocks 'on' or 'off'.

Little tick-tocking pocket watches give you extra time should you pick 'em up. Free the eggs in the egg-cups for big bonuses.

That small red can contains some kind of magic birdseed that destroys attackers.

Collect the diamonds scattered liberally throughout Pecklesville for bonus points (and the knowledge that you've not left any diamonds lying about).

Being a chicken, Alfie's good at perching.

Flap your wings to slow your descent.

CHICKEN

This is a secret room, only now we've printed a picture of it, it's not a secret anymore.

One of the great things about Alfred is that he doesn't do anything uncharacteristically non-chicken-like. He pecks, he flaps, he jumps (a bit), he collects diamonds... er...

Desperately trying to peck his way through those blocks, Alfred is oblivious to the fact that his time allocation is about to expire, and with it, him. But don't worry, kids; he gets five chances before he finally ends up as *coq au vin*.

BAD STUFF

Oh dearie me. There are tons of nasty things out there only too eager to assist the egg thieves (whoever they may be) in their albumen-acquiring antics. The rascals!

Because it's a *cute* platformer, everything has eyes in this game, even the proximity-detecting bombs.

The old rotating-ball-and-chain enemy clearly leaves Alfred a tad nonplussed.

Ceiling-mounted laser guns are just another everyday hazard for Pecklesvillians.

A clockwork mouse that's tougher than it looks.

Watch out for the pink rocket creatures.

Snails come in two flavours; projectile-launching (like this one) and suddenly-turning-all-spiky (unlike this one).

GOOD, BAD OR UGLY?

It can't be easy being a platform game these days. I mean, it's not exactly a niche market; if pool games are the Sock Shops of the SNES, platformers must be the lowest-common-denominator newsagents. Each one is kind of different, but only down to a re-arrangement of the same basic goods – an emphasis on sweets, perhaps, over the local paper. And no matter where they are, from Brixton to Bath, Esher to Edinburgh, they share an indistinguishable sense of familiarity.

Frankly, it's all got a bit tedious. We know pretty much how to play a platform game, and what to expect from it. We've stopped hoping to find anything as good as a *Mario* game, and each successive release is just another, smaller, shadow.

But somehow *Alfred Chicken* has pulled off the rather admirable trick of making it all seem interesting again. Not by any particular gimmick, not by using quality graphics to distract from an unimaginative game, and certainly not by re-approaching and re-evaluating the platform rules which we now take for granted. It's a fine combination of freshness and simplicity that makes this so engaging.

First off, Alfred's a great character. Unlike a lot of popular platform heroes, he's not constantly trying to ram a 'personality' down your throat with loads of cute graphical touches (not that he's tall enough to reach your throat, anyway). He just ambles around, pecking and flapping as directed. He *has* got personality, but it's of the laid-back chicken-type variety. His method of attack, a beak-first dive, is both novel and well implemented, controllable yet unstoppable.

Then you've got your actual levels, and plenty of 'em too – over 60 in fact, each one smartly and economically laid out. There are stacks of enemies to avoid or waste, heaps of diamonds to collect for bonuses, and, ooh, huge, enormous, mountainous, great cliff-type collections of puzzley bits. Actually, that's a lie; there isn't that much puzzle stuff, to keep the action up to pace. But there is, er, some.

Nothing stunningly original or frighteningly intriguing, then, but it all succeeds due to some perfectly fine-tuned gameplay. Challenge and intricacy increase steadily throughout, and – a key indicator of a truly well-designed game, this – the restart points are perfectly spaced and placed.

Okay, okay, fair enough. Let's not lose control. It's still just a platform game, slightly repetitive, not much of a graphical treat, and unlikely to be looked at again once completed. But the execution can't be faulted and, bluntly, I liked it.

● Jonathan Smith

GRAPHICS	SOUND	GAMEPLAY
80%	76%	87%
GAMELIFE	OVERALL SCORE:	
82%		83%

VERDICT: Just when you think you've had your fill, *Alfred Chicken* makes the platformula worth playing again.

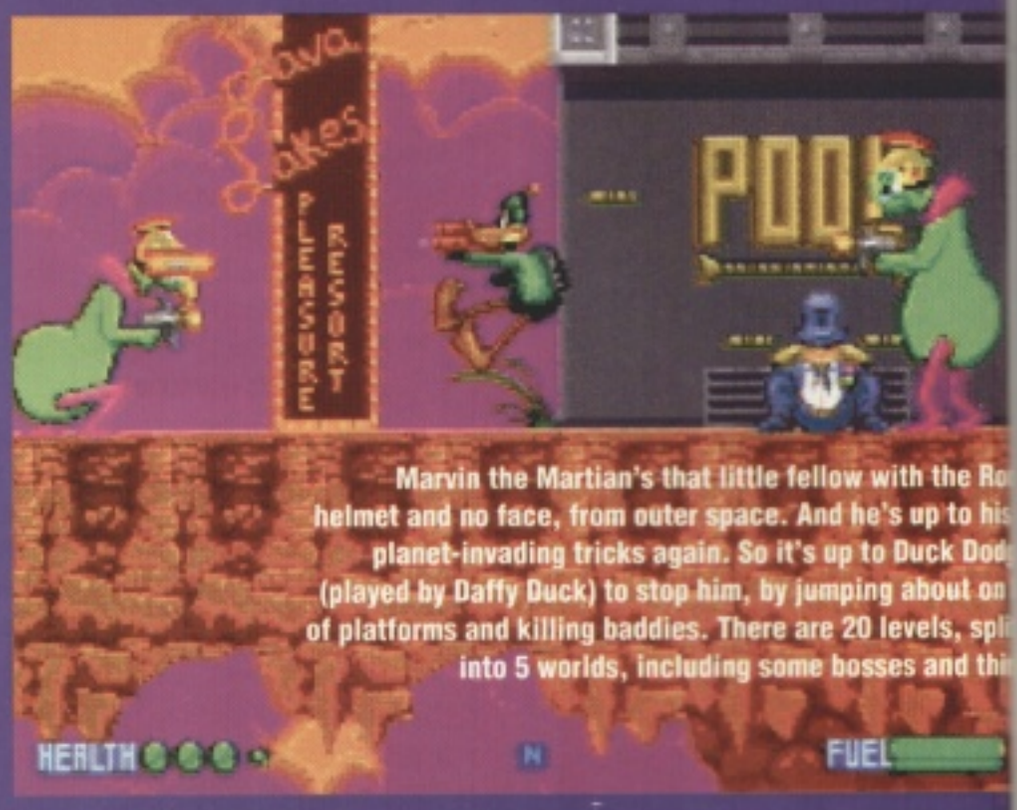
THE MARVIN MISSIONS

DAFFY DUCK

The good news is that *Daffy Duck* is a reasonable enough platform game with pretty graphics. And the bad news? So are most other SNES games.

UK Release

Game: Daffy Duck: The Marvin Missions
Publisher: Sunsoft
Developer: In-house
Price: £54.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit



Marvin the Martian's that little fellow with the Ro helmet and no face, from outer space. And he's up to his planet-invading tricks again. So it's up to Duck Dod (played by Daffy Duck) to stop him, by jumping about on of platforms and killing baddies. There are 20 levels, spli into 5 worlds, including some bosses and thi

TOP THREE DAFFY DUCK GRIPES

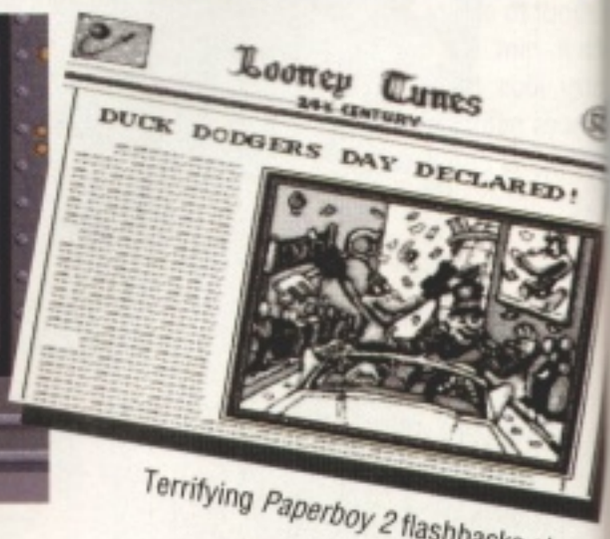
If you *are* going to throw caution to the wind and write yet another platform game, at least do the job properly.

①If you're doing a straight left-to-right scrolling job, then falling-off-the-bottom-of-the-screen-and-dying bits are fair enough. If you've got a full four-way scrolling playing area, however, there's no way you can stick holes in the bottom of it and expect people to 'just know' not to try to go down them.

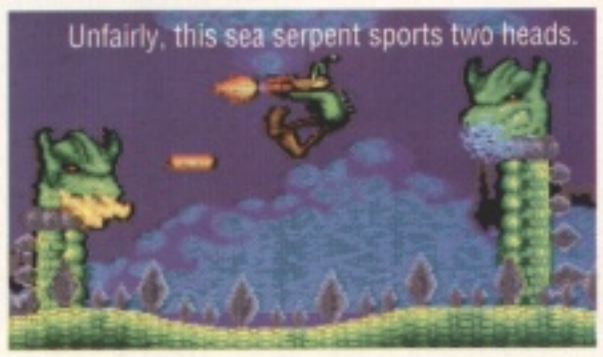
②Why are there so few baddies, and why do they take so long to kill? Could it be because programming one baddy that takes five shots to kill is easier than programming five that each take one shot? OK, so you've got extra weapons to help you, but you'll be dead before you've found the buttons for them.

③This boss, then. There's Marvin going from left to right across the top of the screen shooting at you, a jar of 'Martian seeds' going from left to right below him, and loads of Martians that fly about killing you. What, exactly, are you expected to do? Avoid the jar and hit Marvin, as it turns out. But is there any indication to that effect? Does he flash when you hit him? Is there the slightest sign that Sunsoft's programmers are aware of your existence? Catch on too slowly and you're right back at the start of the game.

An exciting mid-game update from the computer.



Terrifying *Paperboy 2* flashbacks ahoy.



IT'S A DUCK UP*

Failing utterly to escape the platform game mould, *Daffy Duck* has its hero running around shooting baddies with different weapons. You can pick these along the way, or buy them (using the money left behind by deceased monsters) in the shop.

The Anti-Matter Gun, it won't take a genius to guess, fires anti-matter.

The Freeze Gun, er, freezes baddies. For a bit. And then they thaw out.

The Electricity Gun? It fires electricity, in a long, jaggedy line. Bzzzt, it goes.

The Three-Way Gun fires, um, three ways. All at the same time, mind.

This is the Bomb Gun, which (oh dear) fires bombs. They then blow things up.

Oh look – it's the Freeze Gun pic again. Er. You can buy extra lives, if you want.

Oddly, despite being a duck, Daffy can't fly without a backpack and some fuel.

The Nutty Attack. And (right) you need to collect five tokens for a continue.

*That's an authentic *Loony Tunes*-style pun on 'It's a stick up'. It wasn't meant to be funny.

Oh no! It's an almost impossibly hard boss. It'll take you go after go after go to learn the pattern to beat it.

GOOD, BAD OR UGLY?

Today I came very close to deciding never, ever to review another platform game again. I'm not trying to sound like some sort of radical activist-type person or anything. It's just that I really am getting sick to death of them, and I weep inwardly each time yet another new one is announced.

The Super Nintendo doesn't need any more platform games. Some more shoot-'em-ups would be great, as there are hardly any good ones on the Super NES. And we're always getting asked if there are any *Monkey Island*-like adventure games coming out (to which we're obliged to answer 'no'). But platform games? No thanks. Not unless they're really original and completely great, like *Aladdin*.

I hope it doesn't sound like I'm picking on *Daffy Duck* in particular here, by the way. After I'd overcome my initial knee-jerk, throw-it-out-of-the-window reaction (by going down and retrieving it from the pavement), *Daffy Duck* turned out to be no worse than most of the other stuff out there.

It's obviously closely related to *Road Runner*, Sunsoft's last *Loony Tunes* game, which got (erk) 42% in issue 4. The graphics are just as colourful and cartoon-like, and lots of the level design looks similar. But while *Daffy Duck* loses out to *Road Runner* in some respects – the cartoons weren't as funny to start off with, so the opportunities for computerised hilarity are fewer – it improves on it in most others, and is a much more rounded, more playable game.

The controls are a marked improvement, for one thing. *Road Runner*'s ludicrous momentum has been brought under control, and is now more subtle, with nice touches like recoil on the more powerful weapons, although it's still all a bit artificial-feeling. There's none of the slipping-and-falling-back-to-the-start-of-the-level that so plagued *Road Runner*. The difficulty level's much more reasonable, as well – possibly a little too mild, in fact, giving the impression that if baddies didn't keep jumping out of nowhere and pumping bullets into you, and then take a ridiculous number of shots to get rid of, and the bosses weren't so badly thought out, you'd breeze through the game in no time. Still, it never gets frustrating.

Daffy Duck's an okay game, managing to be both playable and reminiscent of the cartoon it's based on. Nothing about it stands out particularly, but it just about managed to keep my attention for the whole time I was playing it.

But that doesn't change the fact that IT'S ANOTHER PLATFORM GAME, and you're bound to have several games already that do the job much better.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
85%	65%	61%
GAMELIFE	OVERALL SCORE:	
54%		65%

VERDICT: Nice-looking, quite good fun to play, and with plenty of Daffy Duck-ness. You've already got lots of games like this, though, and – take it from us – you don't need another one.

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MAGIC MOMENTS

SECRET OF MANA

A rose by any other name? *Secret Of Mana*, alias *Seiken Densetsu*, alias *Holy Sword Legend 2* – whatever you call it, it's finally available in a translated version. We think it could make your Christmas rather special.

US Release

Game: Secret Of Mana
Publisher: Squaresoft
Developer: In-house
Price: Approx £50
Release: Out now
Players: 1 to 3 simultaneously
Cart ROM: 16 Mbit + BB

Whilst attempting to return to your village, you discover a rusty old sword that helps you to cut a path through the forest. Little do you know that it is part of an ancient magical seal, protecting the village from danger: a seal which you have broken...

Fortunately, a young girl and a sprite child help you out.

Whilst arguing with your friend Elliot, the ground opens up beneath you...

...as a Mantis Art, attracted by the Mana power of your sword, digs its way under your village!

MAGIC MOMENTS

Walking carefully through the Frosty Forest, bow and spear at the ready, you know that the ice wolves can smell your fear. You start to wonder who's hunting who.

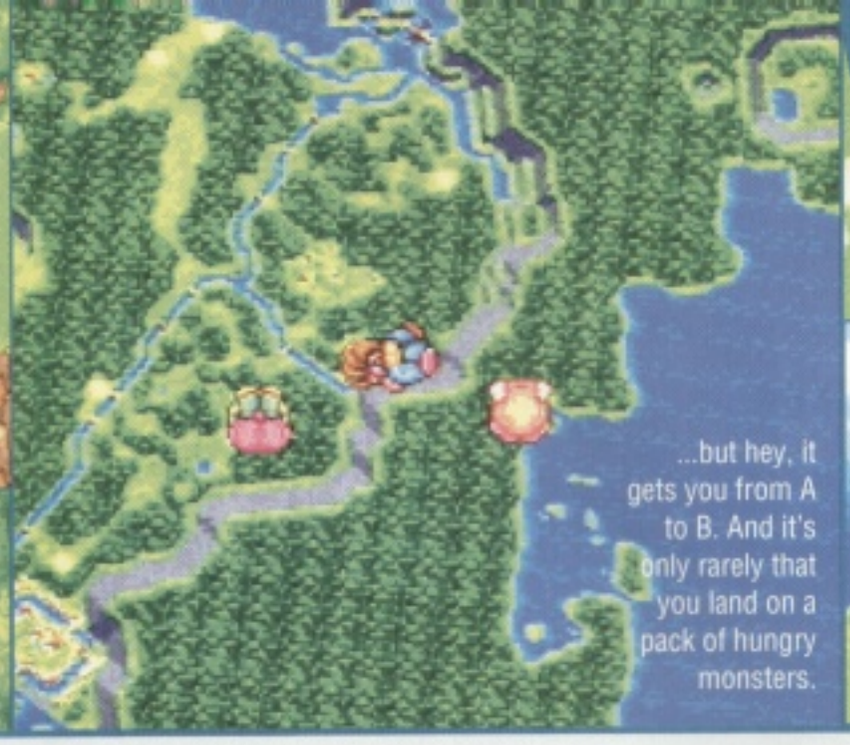
'Aah look, a mountain flower. Strange, I didn't notice it there a minute ago... Eeek! Man-eating Edelweiss! Flee!'

HAVE GUNPOWDER, WILL TRAVEL

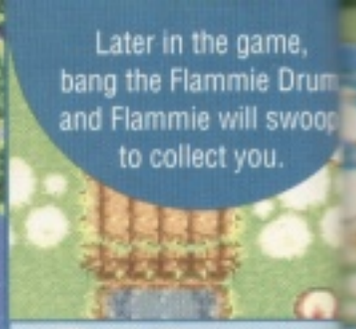
After walking many miles on foot, crossing deserts and delving subterranean passages, it's a relief to find alternative transport – and transport certainly doesn't come more alternative than in *Secret Of Mana*.

That's right, get in and light the fuse! The seating arrangement isn't the most comfortable...

A ticket from the Cannon Brothers Travel Centre will set you back 50 gold pieces.



...but hey, it gets you from A to B. And it's only rarely that you land on a pack of hungry monsters.



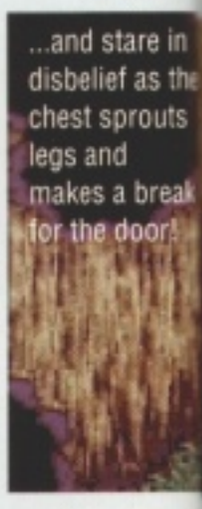
Later in the game, bang the Flammie Drum and Flammie will swoop to collect you.

If you visit Neko the cat (hey...), he'll set you up with a bed for the night and sell you some sugary comestibles. You'll be able to save the game here, or at an inn, or in places like the Water Palace.

Just think – if you hadn't fallen over the waterfall, none of this would have happened. Fate, eh?

As it is, Destiny has decreed that you will get your trousers damp.

Pratchettesque? Having killed the Slimers, you step over to claim their treasure...



...and stare in disbelief as the chest sprouts legs and makes a break for the door!

GOOD, BAD OR UGLY?

Ever since I came across the exquisite Japanese artwork for this game, I knew I had to see it. No, it was more than that: I had to possess it, physically; to know it, intimately; to (*Steady on there! You weirdo... – Ed.*). Finally, after months of trepidation, racked by fears of disappointment, I invited the cart back to my bijou bedsit apartment. And I'm in love.

Firstly, the delicate introductory theme drifts in to tell you that this is a quality production: from the upliftingly merry to the downright spooky, you'll never want to turn down the sound no matter how long you play. The musical compositions create a perfect atmosphere at each stage such that, like a movie soundtrack, you can even tell if your characters are walking into danger or not.

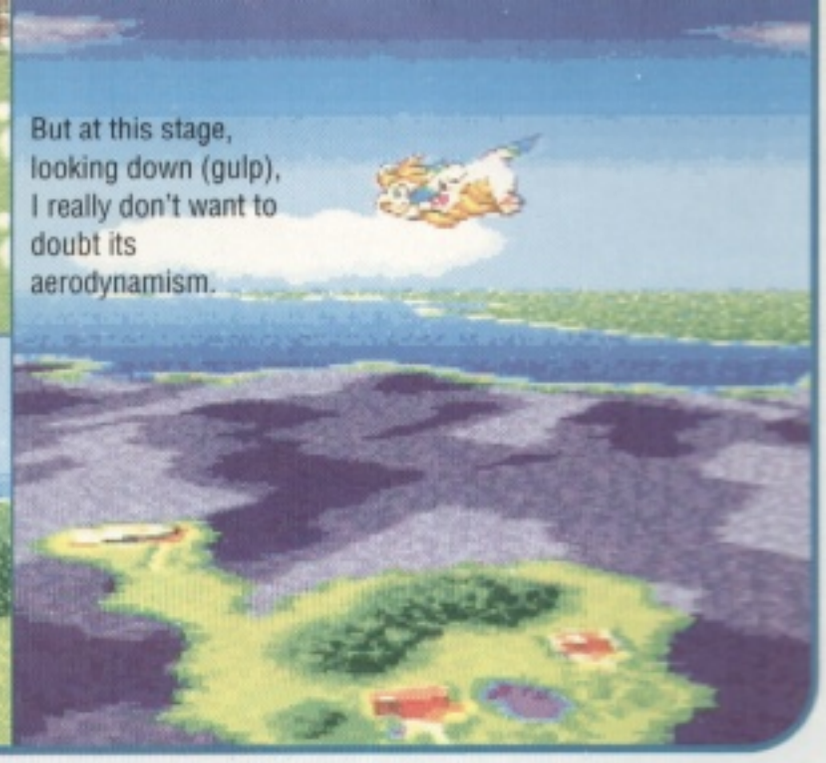
Coming from the creators of the *Final Fantasy* series, the game takes a typically strong narrative approach which concentrates on unravelling a story rather than problem-solving. You will still get lost if you don't think through all the clues you've been given, but you shouldn't expect to run round *Zelda*-style puzzle-room dungeons. Instead, the characters are given more space to come to life.

You'd expect the graphics to be limited by the space required for encoding a game of this size, but not so. Even the repeated blocks and shapes of which the buildings and forests are composed look stunning, thanks to some clever design and attention to detail. The three main characters are cutely and comprehensively animated (including several sequences for each of the weapons they can hold), and the numerous monsters aren't without their own moves and expressions.

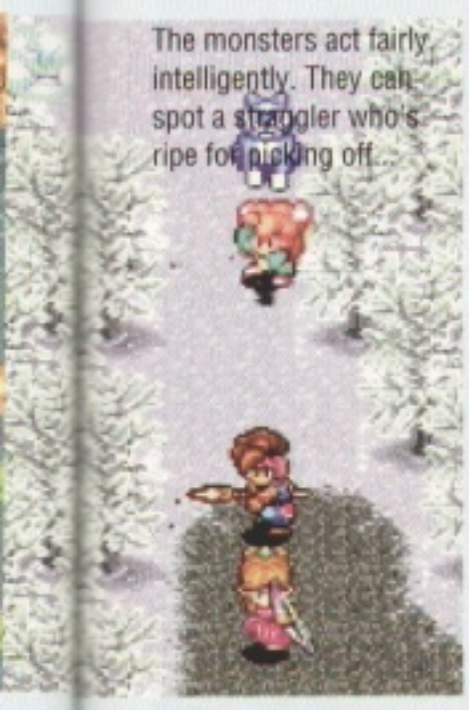
What really differentiates this from *Final Fantasy* is its combat system, which is possibly the best I've ever come across. As in *Zelda III* you move around and fight in real-time, charging up your weapons and brandishing them by pressing or holding the attack button. It's quite easy – and great fun – to play through the game in a straight arcade style, but the statistical side of RPG combat is still present for those interested in the more strategic elements. Indeed, concealed beneath the friendly façade is a remarkably clever machine for resolving the excesses of monster battling. The eight weapons at your disposal have strengths and abilities which change and develop as they are reforged over time. If you stick with the same weapon for a while then you'll become more proficient in its use, improving your chances of striking a blow that hurts. Charging up a weapon increases the possible damage done but leaves you prone, and this paves the way for some top team co-operation.

On this matter I should mention the game's Multitap compatibility. That's right – up to three people can play this game simultaneously, each controlling one of the main characters. Combat slows down a bit with spellcasting, but concerted attacks against the bosses are much easier with more than one. Be warned that it takes about five to seven hours for all three characters to meet up...

Quite how those tiny wings support a creature the size of a holiday villa is a real mystery.



But at this stage, looking down (gulp), I really don't want to doubt its aerodynamism.



The monsters act fairly intelligently. They can spot a straggler who's ripe for picking off...

PROFILES

The hero, the wielder of the Sword of Mana. A child at the start of the game, he slowly matures into a Knight in his quest to save the world.

The heroine, a wise and wilful spell-caster with a neat line in karate moves, is my favourite character to play. She holds the party together.

The sprite-child is a more aggressive and impetuous magic-user. Keep an eye on his statistics, as he's usually the first to fall in battle.

It's no problem to play alone, however, as a handy behaviour table allows you to determine just how cautious or aggressive the other characters will be. You can take over control of any one of them at any time, and the computer will handle the other two with an impressive degree of intelligence.

A word of warning. *Secret Of Mana* is big. I mean *really* big. As I write, I'm still only about half-way through the estimated 70 hours of gameplay required to complete the quest. Even when I've finished, I suspect I'll be sneaking back to the Frosty Forest for a spot of hunting. And then I'll try to find all the Weapon Orbs I missed first time. And then...

To conclude, *Secret Of Mana* is... well, I'm in danger of sounding like a blurb for a chunky paperback. It's a veritable tour de force, a feast of the senses, a – good heavens – a SNES game worth the price. I want to marry this game and have its babies. (*You're fired – Ed.*)

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
96%	95%	93%
GAMELIFE	OVERALL SCORE:	94%
94%		

VERDICT: What can I say? This is (sob) a beautiful game. I can't think of a better way to spend Christmas, so make sure Santa slips a cart in your stocking.

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UK Release

Game: Super The Empire Strikes Back
Publisher: LucasArts/JVC
Developer: Sculptured Software
Price: £49.99
Release: December/January
Players: 1
Cart ROM: 16 Mbit

Is the force as strong within *Super Empire Strikes Back* as it was with *Super Star Wars*? Or must it now die?

SUPER THE EMPIRE STRIKES BACK

1, 2, 3 and 4 (above) are how the game starts, with a Star Destroyer dropping a couple of probes onto Hoth, and Luke going to investigate.

Pretty soon, lots of Imperial baddies begin to make their presence felt.

'Hang on – didn't I do all th last time?' asks Ha

Looks like some sort of boss action here. The best approach is probably to jump about a lot, and keep pressing the fire button. It worked for us.

GOOD, BAD OR UGLY?

The first thing that'll hit you is the music – blazing brass, shimmering strings and thundering kettle drums. It's just as good as the stuff in *Super Star Wars*. And there are lots of sampled-from-the-film sound effects to keep it company too, including startled 'bloops' from R2 D2 when he's sitting behind you in your X-Wing. That much, at least, came as a huge relief.

But the rest is a not inconsiderable disappointment. I loved *Super Star Wars* when I first got hold it a year or so ago, and played it lots. Eventually I got bored of it, though, and I haven't touched it since. And changing the graphics around a bit and putting in some even-more-useless non-platform levels just isn't enough to rekindle my interest.

But that's not the only reason *Super Empire Strikes Back* ranks so much lower than the original. (You can't damn a game merely for not being different enough to another game.) No, the main reason is that it genuinely isn't as good. And in a multitude of different ways.

It's got even more slow-down, for one thing. Whole swathes of some levels only ever seem to operate in slow motion. It doesn't seem to tie in so well with the film, either: loads of scenes are completely made up, and many of the best bits in the film – the chase through the asteroid belt, for example – have barely been considered.

The difficulty level fluctuates in a bizarre fashion, too. The game kicks off with a nightmarish trek through a slippery ice world (the programmers have taken to Hoth like a bull to a red rag) in which you'll spend huge amounts of time falling into the contrived spiky pits that litter the place. And yet the stages set on Dagobah, which follow on later, are best tackled by closing your eyes, holding down RIGHT and pressing Y and B a lot. And the energy meter is a complete mystery to me, its reading seeming to bear no relation to what happens on the screen. You can cruise along happily through a level for ages without it falling at all, but then suddenly, within the space of a few seconds, and without you doing anything noticeably crap, it can just completely disappear and you're dead.

You might think I'm being overly critical towards a game that's scoring a still-respectable 71%, and you'd probably be right. *Super Empire Strikes Back* still has much of the gloss and *Star Wars* 'feel' that made the first game so great. But for me it's been the low-point of the month.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
87%	93%	77%
GAMELIFE	OVERALL SCORE:	71%
69%		

VERDICT: More of the same for *Super Star Wars* fans. And that's not necessarily the buying recommendation it might at first sound like.

If you've ever wondered what happens when a Storm Trooper sneezes, here's your answer. That puts paid to his secret hiding place, anyway. Gah.

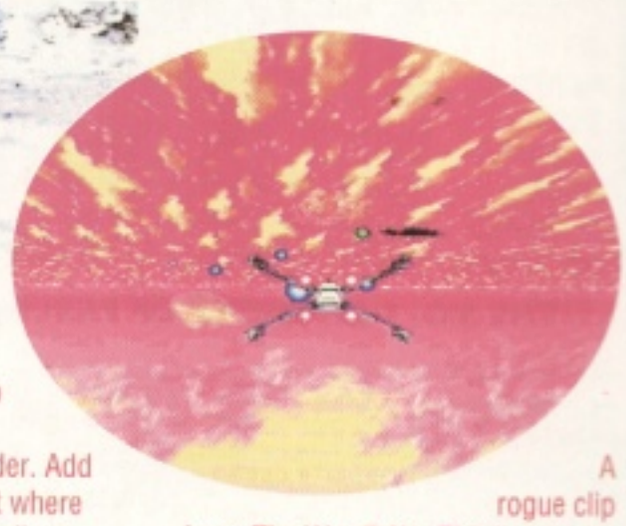
Great Jedi Faux Pas Of Our Time No 184: 'But I thought I wasn't supposed to feed you after midnight, or get you wet. And there you are sitting in a bog chewing ants.'

'I'd like to help, R2, but the atmospheric conditions appear to have turned my hair ginger. Society will ostracize me. I'll never be taken seriously again.'

THE NON-PLATFORM BITS

The walking-around-shooting-things sections of *Super Empire Strikes Back*, it has to be said, are the best bits. Remember the Landspeeder and X-Wing-going-down-the-trench levels of *Super Star Wars*? It's a similar story here...

Take the Landspeeder level out of *Super Star Wars*. Swop the sand for snow, and the Landspeeder for a Snowspeeder. Add in a (actually quite groovy) bit where you lasso the legs of AT-AT walkers. And what do you get? This 3D Hoth bit.



A rogue clip from *The Word*? No. This is actually the Approach to Cloud City, a very odd section where you can fly either above or below a layer of cloud which seems to be just one micron thick.

The fabulous asteroid belt sequence of the film ends up looking like something out of Accolade's *Warpspeed*, only without the Mode 7 ships. Shoot a certain number of TIE-Fighters, avoid the uniformly-dimensioned asteroids and that's it.

An incredibly short, utterly pointless scrolling shoot-'em-up section in which your ship fills about half the screen, and thus hasn't a hope of avoiding all the things that fly at it.

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ART OF FIGHTING

Those Venetian blinds can be so treacherous.

Guess what? Ms Plot Device gets kidnapped (original, huh?) and has to be rescued by one of the meatier members of this peculiar ménage à trois.

The bonus levels make for a good cocktail, though. Ice....

...some bottles of bubbly, at just the right temperature...

...and the waiter's secret, spicy tabasco ingredient. Mr Music, will you play?

Japanese Release

Game: Art Of Fighting
Publisher: Takara
Developer: SNK
Price: £70
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 16 Mbit

Thanks to Console Elite, (081) 561 2422, for the loan of this cart.

THE 'LOOKALIKE' BIT (CONTINUED ON PAGE 94)

Dear Sir,
I cannot help noticing the uncanny similarity between Ryo, martial artist from *Art Of Fighting*, and Ryu, martial artist from *Street Fighter II*. Could you tell me if, by any chance, they are related?
Yours faithfully,
Mrs Ena B Horovitz, Croydon, Surrey.

Are you absolutely sure, about that, Mrs Horovitz? Let's investigate further, shall we?

Ryo

Ryu

Here we find him fighting with a helicopter, not a fighter plane, in the background.

No, I'm afraid that Ryo's throw is actually identical to Ken's, not Ryu's.

And this rapid punch is remarkably similar to a Hundred Hand Slap, which isn't in Ryu's repertoire.

Finally, note the fireball effect on this flying kick. Sorry, Mrs Horovitz, but you just can't go around making wild accusations about – er – hang on a minute...

GOOD, BAD OR UGLY?

You'd think that somewhere in the pile of *Street Fighter II* clones there would be at least one decent game with perhaps even a couple of neat ideas. Well, the *Art Of Fighting* has arrived, the pile's bigger, but there's little here to disrupt the status quo.

So what *has* the game got? Well, the picture zooms in and out a bit using the SNES' scaling facilities, but it hardly seems worth the effort. It might work well in the arcade game *Samurai Shodown*, but the backgrounds in *Art Of Fighting* are quite flat and ugly and don't benefit from close inspection. The animation isn't too smooth, either.

The special moves can only be executed if you have enough attack energy, so you can't reel off fireballs indefinitely. This leads us to the strange game concept of 'incitement': pressing the A button executes, not an attack, but a rude or swaggering gesture which upsets your opponent's concentration and reduces their attack energy. A novel idea, I suppose, but it adds absolutely nothing to the gameplay.

It's in two-player mode that the good old console punch-up really comes into its own, but *Art Of Fighting* disappoints once more. It's dull, unbalanced, occasionally nonsensical, and there are some real problems with the feel of the game. The controls aren't entirely intuitive, and even when you've learnt a couple of special moves they can still seem unpredictable. It's also far too easy to pin an opponent in a corner where they can do nothing but hold down BLOCK and wait for you to give them a break. I have grave doubts about the game's engine, and office playtesting was unusually difficult as nobody could be bothered to play more than a couple of games against each other.

Takara has made numerous forays into the field of the beat-'em-up, but this latest venture hasn't greatly improved on any of its previous efforts. Perhaps it's time for a complete rethink?

Please?

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
74%	47%	62%
GAMELIFE 44%	OVERALL SCORE:	56%

VERDICT: It's a beat-'em-up, it's not *SFII*, and it doesn't come close. What more do you need to know?

SENSIBLE SOCCER

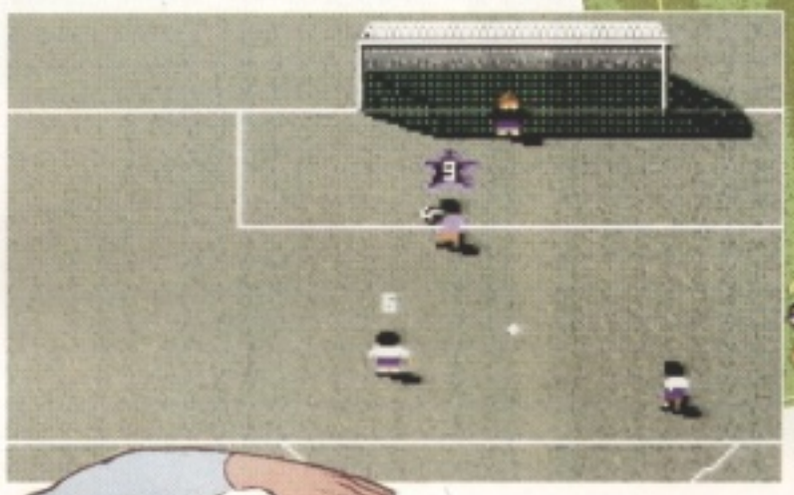
If you've noticed any hesitation in our recommending SNES football games to you in the past, it's been because of this – the SNES conversion of the official Best Game On The Amiga.

'If you think I'm going anywhere near that horrid, muddy ball with my nice, clean shorts on you've got another thing coming.'
'Sometimes I don't know why I bother.'
'But I've got a yellow one already. Can't I have a red one?'
'Behind you!' 'Huh?' 'Behind you!' 'Eh?'
'That's odd. You don't normally see lesser snail-catchers so far north at this time of year.'
'This'll throw 'em – a stand invasion.'
'I've fallen.'
'I'm not really marking you. It's just that it's awfully cold out here and... ooh, that's better.'

UK Release

Game: Sensible Soccer
Publisher: Sony Imagesoft
Developer: In-house
Price: £TBA
Release: Out now
Players: 1 or simultaneously
Cart ROM: 4 Mbit + BB

If you're wonderin why there are so many players on th pitch, it's because, um... (*It's because this is loads o screens joined together – Ed.*) Oh yeah. We just thought hey, what would a review of *Sensible Soccer* be withou loads of screens joined together to make up a whole pitch



So graphics aren't *Sensible Soccer*'s strong point. But the players do look much better when they're running around. And, anyway, what's important about football games is how they play.

Only the fleet of foot and sly of mind will be able to out-manoeuvre Sensible's goalies – as we demonstrate herewith by crafty use of the game's action replay facility (which you can call up any time by pressing SELECT, incidentally).

THREE MAGIC MOMENTS FROM SENSIBLE SOCCER

GOAL 1

Luxembourg's defender tries to clear the ball, but hesitates momentarily...

...allowing Estonia's striker to slide in out of nowhere, connecting with the ball...

...and slipping it past the bewildered goalkeeper. And it's a goal!

GOAL 2

The Israeli winger weaves between the fallen players littering the pitch...

...heads the ball over the Ukraine's defence to his waiting team-mate...

...who knocks it around the defence and past the goalie. And it's a goal!

GOAL 3

Wales' midfield makes an optimistic dash up the middle of the pitch...

...boots the ball squarely at the keeper at a relatively low velocity...

...who dives ineffectually in the opposite direction and... oh dear. It's a goal.

CUPS 'N' LEAGUES

There are all sorts of different ways of playing *Sensible Soccer*. In terms of options and things, that is. Er, here are some of them.

First you've got to decide whether you play with national teams (Portugal, for example), club teams (like Manchester) or custom teams (which you make up yourself).

Then, for each group of teams, you get cups and leagues to pick from.

Once you've started a competition, you can exit it at any time and everything that's happened will be stored in the battery backed-up memory.

There are zillions of teams to pick in each group. Here are the amusing pre-defined custom teams set up by those wacky funsters at Sensible. Incidentally, as you pick out teams to go in a league (or whatever) you have to decide whether each one will be human- or computer-controlled. So you could pick loads of human-controlled ones, buy some crisps, get some friends round and have a really great time.

Here's the options screen, where you can alter the weather, and turn the music off (advisable). The difficulty setting is another feature new to the SNES version. On Easy, the ball sticks to your foot and all players can do a special power shot. On Normal, only star players can do the power shot. And on Hard, the ball isn't sticky, so you dribble it (like the Amiga original).

German? We can do that too.

A new feature in the SNES version of *Sensible* is the star player. There are three in each team, and they can do a special power kick if you press X.

Press the right button during the match and on comes the bench with the manager, trainer and subs sitting on it. So you can change tactics and stuff.

GOOD, BAD OR UGLY?

Passing the ball to the right person at the right time is probably the key to success in real-life football. You might have to think two, or even three, passes ahead. So why do most SNES football games only let you see a titchy area of the pitch, so the 'right person' is most likely off the screen somewhere where you can't see him? *Sensible Soccer* addresses this problem by zooming the view right out. The players might look a bit small, but you've got no trouble keeping track of them.

Sprinting straight up the middle of the pitch, nimbly sidestepping the defenders and booting the ball between the goalkeeper's legs might occasionally work for the Gascoignes and van Bastens of this world, but even the dimmest defenders will cotton on if they don't change their tactics from time to time. Why, then, do most SNES football games consist of the two sides taking it in turns to run up the pitch and take a shot at the goal? Over and over again? *Sensible Soccer* isn't like that at all. 90% of the time you'll be using the passing button, crossing the ball, outwitting the other team, and setting up goal-scoring opportunities just like in real life football. It's a beautifully fluid, free-flowing game, and takes the whole concept of 'footballyness' into a new dimension (or something).

Real football matches have real crowds, who shout, cheer and sing all the time, especially when something exciting happens. Most SNES football games, meanwhile, play horrible tunes at you, or unconvincing applause. *Sensible Soccer* has a healthy repertoire of realistic, context-sensitive crowd samples – not as many as the Amiga version (there's no 'Come on you reds!', or, indeed, 'Eric the Viking!'), but enough to create a plausible atmosphere.

Real football matches have headers, sliding tackles, volleys, blocks etc. So do most SNES football games, but they can often seem contrived. Not so in *Sensible Soccer*, where they blend in seamlessly with the action.

Sensible Soccer is utterly realistic, basically. Next to it, games like *Striker* and *Virtual Soccer*, though still very enjoyable, just aren't football. And this realism translates directly into playability. You don't just need fast reactions to succeed at *Sensible Soccer*: a ruthlessly tactical mind also comes in handy, making for an interesting contest against the computer, and a bitterly divisive battle against a fellow human.

And it's not just the 'game engine' (great term) that's special. The customisable teams are great, as is the battery back-up, which lets you have loads of different leagues and things on the go at once, even when your Super Nintendo's switched off.

So how does *Sensible Soccer* fit into the general football scene? As you might have gathered, it's my SNES favourite. It's as much fun as *Striker*, but with the precision and toughness of *Virtual Soccer*. In comparison with other versions of *Sensible Soccer*, however, there's a bit of give and take. The SNES version is based on the Amiga's *92/93 Season* update, with the addition of difficulty levels and the power-shot button, both of which are well worth having. It's just a touch slower than the Amiga game, however (not that you'd notice unless you put the two side by side), and the goalies don't seem to have quite the same determination, although Sensible Software swear they use the same algorithms. Oh, and for some reason I occasionally found players ignoring me when I told them to kick the ball – a problem that bizarrely seemed to disappear when I switched the cart from our US machine to the PAL one it's meant for.

Sensible Soccer is the greatest, then, a dream come true for all Super Nintendo-owning footy fans, and it's been the most-played game in the office this month. It's just a shame it doesn't improve massively on the Amiga original (in the way which – erk – the also-out-now Mega Drive version somehow manages to).

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
71%	81%	93%
GAMELIFE	OVERALL SCORE:	
93%		91%

VERDICT: The best football game on the SNES, and likely to remain so for some time to come.

No, no, no! Forget E Honda! This is a different gaming experience and nothing like *SFII* at all.

The Turtles have been quiet for a while, but their return could be one of the biggest surprises in the SNES world this Winter.

UK Release

Game: Teenage Mutant Ninja Turtles: Tournament Fighters
Developer: In-house
Price: Approx £55
Release: January
Players: 1 or 2 simultaneously
Cart ROM: 16 Mbit

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

RAGE AGAINST THE MACHINE

This is what can happen when your Rage Gauge gets to the top. What you can't see here (obviously) is the speed at which War rushes around the screen, totally out-of-control, smashing everything in his path.

It's a brilliant idea, the Rage Gauge, and it means that, as well as keeping an eye on the energy bars, you need to watch out in case your enemy flips into Rage mode. Blocking too much can get him angry enough, as can jabbing him repeatedly with little kicks or punches.

Above: Two can play the same character without confusion!

Above: The tedious story-style commentary bi

Left: A missile-type thing races across the ground towards, er, Canaletto or someone.

GOOD, BAD OR UGLY?

Let's not muck about. This game is going to be compared to *Street Fighter II*. Every new beat-'em-up always is. And, as nobody reckons any new fighting game can measure up to *Street Fighter II*, how much worse is *Tournament Fighters*?

Well not much worse at all. It's pretty excellent. It's got loads and *loads* of moves, tons of great graphics and a completely marvellous feel to it.

You can play any of those four lovable Turtles™, or choose between any of six other characters, including the mighty Shredder. The rest of them we've never heard of, and with names like Chrome Dome and Wing Nut, they must be spur-of-the-moment inventions.

That's 10 characters and 10 locations to fight in. Brilliant. Well, brilliant in two senses because, although it's completely great and everything, about half of the backgrounds are just far too bright and intrusive. Imagine the obtrusiveness of the Vegas stage of *SFII*, but worse; that's how clogged the screen gets.

It's a small price to pay for such a great game. *Tournament Fighters* more than makes up for it by being really fast, having some superb moves and generally 'feeling right' when you're playing it. The weight and inertia/momentum of the characters is almost perfect.

Strangely, though, you don't get to use the L and R buttons. Everything is handled by X, Y, A and B. X and Y are hard and soft punches whilst A and B are hard and soft kicks. Some attacks require you to press more than one button at one time. A nice idea which works well in practice. Most of the special moves, though, are similar to *Street Fighter II*'s. There's a great deal of charging down for two seconds before launching into things, and most characters respond to the traditional fireball movement of the D-pad.

A new idea, though, is the addition of the 'Rage Gauge'. This looks like another energy bar, but appears below the normal one and is green. Every time your attacks are blocked successfully, or you get hit yourself, your rage grows. If it gets to the max, you can launch into a special move which is guaranteed to vapourise your opponent – a little like *Mortal Kombat*'s death moves.

As well as the two-player version and the standard tournament, there's also a story battle, which tells a less-than-rivetting little tale. In fact, there's a little too much faffing around in *Tournament Fighters*. Speech bubbles, intro screens everywhere and congratulation screens are all very nice and everything, but getting through them wastes valuable fighting time.

These are tiny criticisms, though. On the whole, *Tournament Fighters* is probably the nearest thing to *SFII* you can get. It lacks the clarity and some of the rhythm of *SFII*, but it's still great. I'll give it 90%, I think.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
84%	86%	91%
GAMELIFE	OVERALL SCORE:	
89%		90%

VERDICT: Told you I'd give it 90%. *Tournament Fighters* is great fun, and a worthy bed-fellow to *SFII*. It doesn't have the polished look or feel of *SFII*, but it comes pretty close. Get down to the shops and give it a try.

Leonardo
Leo carries a sword which isn't as much of an advantage as you'd think. He's got a sort of Sonic Boom as well, but his best moves are charging down and sweeping the sword around – reminiscent of Guile's Flash Kick.

Raphael
His weapons are a couple of sai. These work very well as offensive weapons, but his missile attack is also a pretty major assault mechanism. He's got a lovely back-flipping headlock-type thing too, which takes loads off an opponent's energy.

Michaelangelo
A nunchuck is Mike's weapon, apparently. This has a nice range on it, but once more, his ranged attack is more useful. He's also got a nice line in floor sweeps and low kicks. He can do them quickly enough to repeatedly stun a dull opponent.

Donatello
His kendo sticks are very useful when whirled around his head. They don't do as much damage as a salvo of ground-shock missiles, though These are simple fireball motions, and can be regularly churned out, killing most of the stupid foes before they get close.

Cyber Shredder
Not as hard as you'd think. He's got so many special moves, though, that we could stick a book of them on the cover of *Super Play*. He has electrical Blanka-type attacks as well as flaming fists and power-kicks. The trouble is, played by the computer, he never uses them.

Armaggon
Yes, we know he looks like a shark. Don't underestimate him, though. He's got some neat clinches, and loves a spot of head-biting. His tail is a potent weapon, and his great flappy fists make your eyes water when they strike. He even spits out missiles.

Chrome Dome
Annoying to fight, but not much fun to play, Chromey's major attribute appears to be the fact that his legs and arms extend to give him greater damage range. Sounds like a certain Indian Yoga, doesn't it?

War
Aha. My favourite character. War's like Blanka, really. Big long claws and sharp teeth make him rock -hard. He has a rolling attack as well as a throw and a clinch. His sweepy claws do huge amounts of harm too.

Aska
And what can she do? Let's 'Aska'! Sorry. Aska is fast, fairly weedy but very agile. Okay, okay. She's Chun Li. She's got some great kicks, but her best weapons are her agility, throws and the little dagger/penknife thing she carries.

Wing Nut
Don't play him. He's rubbish. He flies (after a crap fashion) and he dive-bombs in an incredibly crap way. His attacks are crap and he's annoying to control. So why is it that he's the one I find hardest to beat? Aaaargh!

Although the bad guys are very entertaining, the best fights are between two of the greenies (above and left). See?

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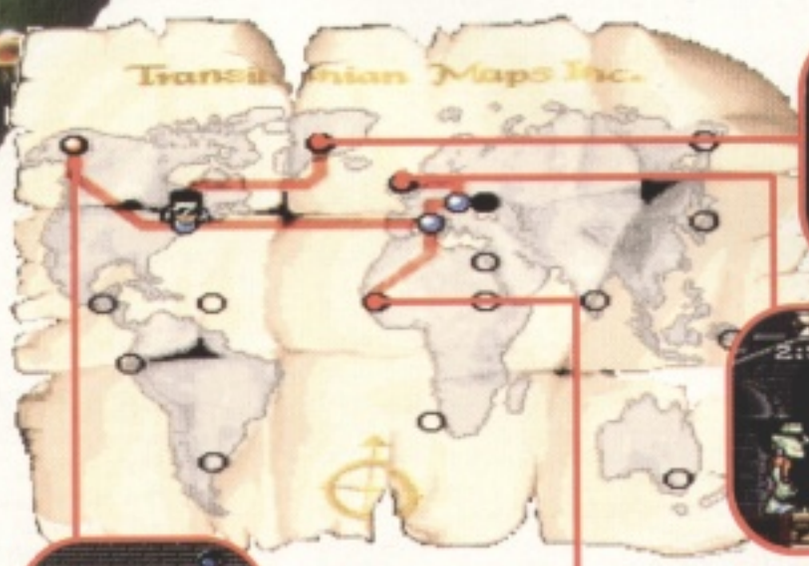
UK Release

Game: The Adventures Of Dr Franken
Publisher: Elite
Developer: Motivetime
Price: £44.99
Release: Out now
Players: 1 or 2
Cart ROM: 8 Mbit

THE ADVENTURES OF DR FRANKEN



Franky sent his girlfriend Bitsy on a package holiday.

That is, he dismantled her various body parts and sent them off in packages.

Unfortunately they've mistakenly gone all over the world.

And – gosh – each part of the world corresponds to a level of the game.

KARLOFF WOULD TURN IN HIS, ER...

Franky uses a Guilesque Flash Kick to nail a spook. Not bad, for a dead bloke.

'Fronkensteen! My name is pronounced Fronkensteen!'

'No, not another Abbott and Costello team-up!' Franky contemplates the final option.

GOOD, BAD OR UGLY?

From the east tower of the castle, a procession of torchlights could be seen advancing from the small village in the valley below. Confused by the strange nocturnal noises of the Doctor's experiments, fearing what they did not understand, the peasants were marching on Franken's laboratory with clubs and pitchforks. What had he done, to anger them so? Surely, it couldn't be...

...another not-so-good platform game? Yes, I'm afraid so. Try as I might to increase my reviewing vocabulary, it's going to be hard to get through this without use of the word 'mediocre'.

But first... Let's settle this once and for all, shall we? Victor Frankenstein was the doctor who *created* the monster. The monster itself was not called Frankenstein. It was actually called, er, Susan Venables or something. There, another popular misconception corrected by *Super Play*'s Advanced Pedantry And Trivia Department.

In any case, the confusion is understandable. Franky bears a closer resemblance to Fred Munster than any nightmare recounted by Mary Wollstonecraft Shelley. Blue shorts and flip-flops? Has this cobbled-together corpse been revived with the brain of Duane Dibley? I certainly couldn't describe this game as 'cutesy' without wandering far into the realms of fibdom. Franky's lack of appeal isn't really the issue, however. My problem with the game is simply that it's rather dull.

Collecting bits of Bitsy becomes incredibly repetitive after several levels, despite some attempts to inject variety into the proceedings (the New York docklands level requires you to operate a crane to retrieve your paramour's parts). At no time does it ever rise above the level of spotting a switch and throwing it to see what it does. The kicks and punches are sluggish to operate if you're moving fast, so the sensible player takes everything at a zimmer-frame pace. Sometimes it's a little unfair in this respect, and will have you cursing in disbelief as you're killed by a space-hopper that *you* chose to attack (although the lack of continues prevents you, fortunately, from finishing the entire game in a weekend).

Dr Franken really isn't very engaging, and the imbecilic expression on the monster's face when he dies doesn't exactly leave me clamouring for more. Call me a junkie if you like, but I prefer my games to have Class A addiction. *Dr Franken* just doesn't fit the prescription. I thoroughly enjoyed his Game Boy outings, but this is just – gulp – mediocre. What went wrong?...

'...Some mysteries,' intones the village priest, 'are best left in the hands of the Deity.' The castle is in flames; the Doctor's complex scientific apparatus sputters and smoulders with sparks of electricity; and as the monster's head sinks, smoking, into the vat of seething acid, there is an almost pleading look in its eye...

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
79%	64%	55%
GAMELIFE	OVERALL SCORE:	58%
66%		

VERDICT: Composed of familiar bits and pieces, the result is a shambling, inarticulate monster that fails to impart any sympathy for its condition. How apt.

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GET TO KNOW THE, ER, COCKPIT

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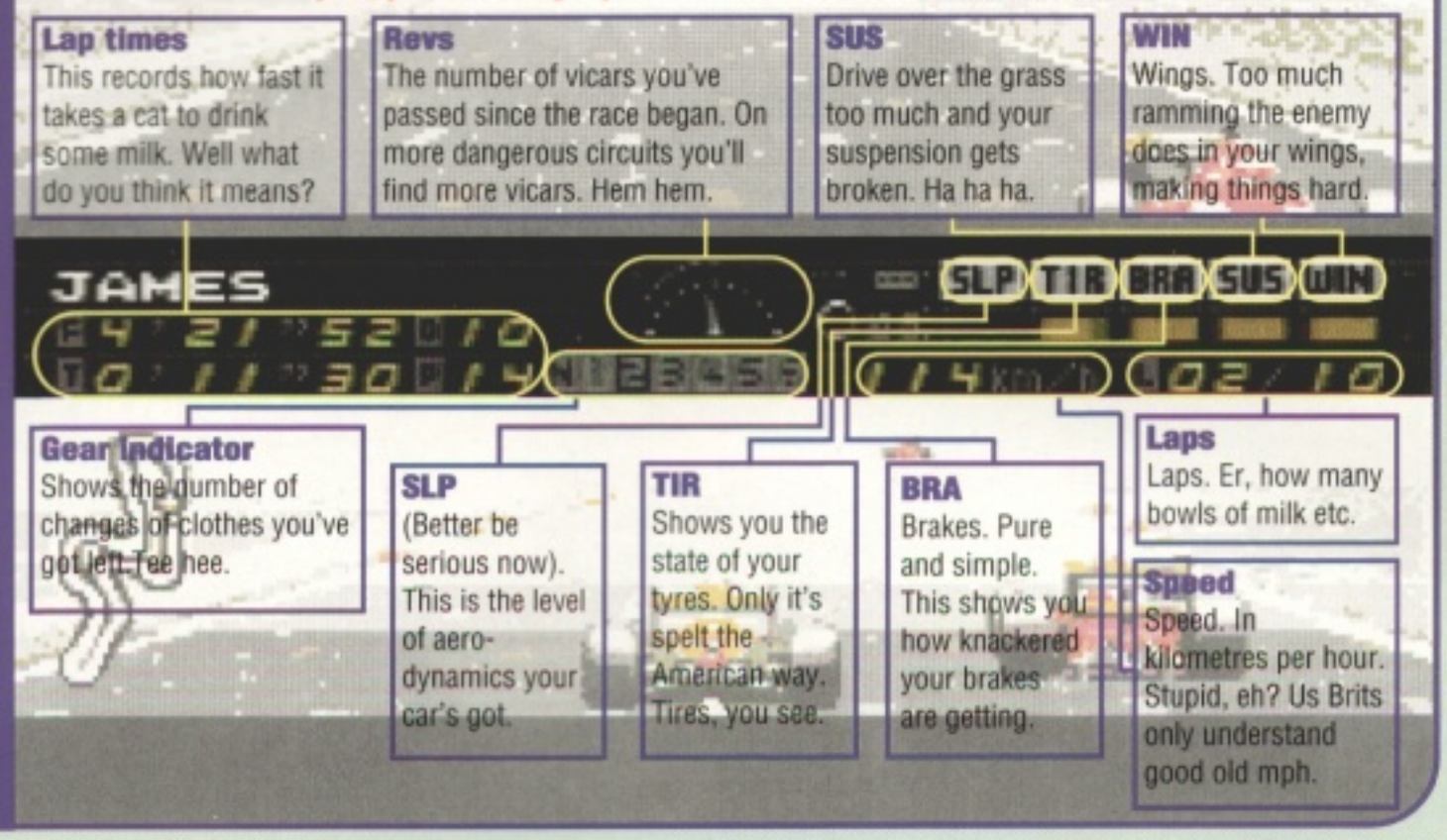


Lap times
This records how fast it takes a cat to drink some milk. Well what do you think it means?

Revs
The number of vicars you've passed since the race began. On more dangerous circuits you'll find more vicars. Hem hem.

SUS
Drive over the grass too much and your suspension gets broken. Ha ha ha.

WIN
Wings. Too much ramming the enemy does in your wings, making things hard.

Gear Indicator
Shows the number of changes of clothes you've got left. Tee hee.

SLP
(Better be serious now). This is the level of aero-dynamics your car's got.

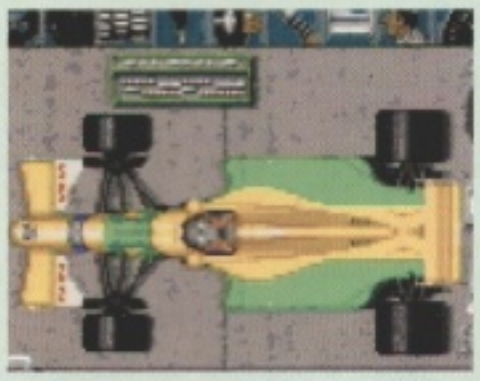
TIR
Shows you the state of your tyres. Only it's spelt the American way. Tires, you see.

BRA
Brakes. Pure and simple. This shows you how knackered your brakes are getting.

Laps
Laps. Er, how many bowls of milk etc.

Speed
Speed. In kilometres per hour. Stupid, eh? Us Brits only understand good old mph.

Formula One cars produce enough down-force to enable them to drive inverted. So let's review this game.



UK Release

Game: F1 Pole Position
Publisher: UbiSoft
Developer: In-house
Price: £50
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

F1 POLE POSITION

Above: You can 'be' any driver as well. This is useful when you want the best car on the grid. Above right: Er, this is the grid.

Above left: The two-player option is, as always, the best thing about the game. Above: Especially when your mate spins out.

GOOD, BAD OR UGLY?

'Although all SNES racing games tend to look the same, there's a vast difference in the way they play.' Thus said Abraham Lincoln in his famous Gettysburg address in the 1860s. And do you know what? The old beardy was right. And it's my proud duty to inform you that *F1 Pole Position* is one of the better racing games that the SNES has to offer.

The first thing you notice is that there's quite a bit of faffing around to be done before you can get on with a race. Even if you can't be bothered to qualify properly, you must still go through the car-picking, name-entering and car setting-up bits. A quick-race option would have been jolly marvellous, but instead you have to make do with saving a race when you've got a car set up the way you want it.

You can race another human either in the midst of a full Grand Prix or in Battle mode, when there are just two of you on the lonely road, streaked with oil and tears... er, or you can play the Battle mode against a SNES-controlled car. Every angle has certainly been covered.

The control method is weird at first, but you will get used to it. A marker indicates where the steering wheel is pointing, so you can drift the car round corners, opposite lock and do other lethal yet fun things. It's got a bit of lag to it, but perhaps the real thing does as well. It's difficult to say, really.

And with this game you will learn how to corner, when to apply maximum acceleration and even how to slipstream folk so that you can slingshot past them and into the nearest crash-barrier. It's great.

It's a pity the view isn't full-screen when you're playing singly but, apart from that, there isn't much wrong with *F1 Pole Position*. You get loads of decent options, pit-stops, choices of tyres, gears and so on, and the various elements do make a difference to your drive. Oh, the graphics aren't anything special. Did I mention that?

● James Leach

GRAPHICS	SOUND	GAMEPLAY
68%	79%	86%
GAMELIFE	OVERALL SCORE:	
82%		83%

VERDICT: It's fast, it's fun and you'll keep playing it for ages. *F1 Pole Position* is best played against another human, but enjoyable anyway. Come on software publishers, let this be the last word in Mode 7 racing games.

They say games playing is the oldest profession. Or is that something else? Anyway, *The Legend Of The Mystical Ninja* was there at the start. Now it's in the UK too!

UK Release

Game: The Legend Of The Mystical Ninja
Publisher: Konami
Developer: In-house
Price: £49.99
Release: February
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

THE LEGEND OF THE MYSTICAL NINJA

Go on – let us into the tent. Or we'll kill you...

Camera, anyone? One of many top japes.

Er, nice doggies. (They're awfully big.)

GAMES WITHIN GAMES

What's great about *Legend Of The Mystical Ninja* is the amount of stuff there is to discover in it, above and beyond the smashing-in-itself adventuring and baddy-killing.

1. Brilliantly, there are 'Game Centers' – amusement arcades, basically – dotted about the place in *Mystical Ninja*. There are three different games, and they cost a mere $100 a go.

3. Then there's Hockey. It's two-player only (and that's $100 *each*), and the first to five wins.

2. First up is Break Down The Wall, where you've got to (sorry) break down the wall. it hasn't got many bricks in, and once you've broken it down that's it, but there're some extra weapons.

4. Best by far, though, is *Gradius*, which is basically *Gradius*. Level 1 of it, anyway. All the baddies are in there, just as they should be, and all the power-ups and everything. The first time we saw it we nearly cried.

GOOD, BAD OR UGLY?

Unlike most games which are a mixture of RPG bits, platform bits, beat-'em-up bits and shoot-'em-up bits, *The Legend Of The Mystical Ninja* doesn't feel like it's a mixture of RPG bits, platform bits, beat-'em-up bits and shoot-'em-up bits. No.

Instead, everything's been blended into a coherent, seamless whole. The result is a new breed of game (not that's it's new, exactly, having come out in Japan two-and-a-half years ago, though not having aged a bit). It feels just right to play, and a lot deeper and more involving than *just* a beat-'em-up would've been, or *just* a platform game. Perhaps it's a shame, then, that *Mystical Ninja 2* – which is due out in Japan at any moment – is going to be more or less entirely platform based.

What's also incredible is the amount that's been crammed into the cart. It gives the impression of being more like 8,000,000 Mbit than just 8, thanks to the hoardes of characters, the rows of shops you can go into, the gigantic bosses and the gorgeous backgrounds. And then you wander into one of the shops and discover a complete, playable version of level 1 of *Gradius* in miniature. 'Blimey,' you'll go, and fall over.

And it's funny, in an off-beat Japanese sort of way. Seconds into the game you'll be assaulted by men with fish. A little further on and you'll have to rescue a cat who's been suspended from the ceiling on a rope. And there are plenty of out-and-out gags, too, which I won't reveal to you now.

The graphics and sound are faultless, and it has that quality unique to the best RPGs whereby once you've sat down and started playing it there's no way you'll be able to stop again until you've completed it. Not even to go to the loo, or answer the phone. It's even got a two-player mode.

You couldn't possibly go wrong with a copy of *Mystical Ninja*. I smiled all the way through it.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
89%	85%	94%
GAMELIFE 91%	OVERALL SCORE:	90%

VERDICT: An all-time classic Super Nintendo game that we've been desperately hoping would come out in the UK. And now it has!

SUPER BOMBERMAN

NEW TO THE UK

Super Bomberman is, in many respects, the best game ever. And now it's out here in the UK! So why not assemble your family around it on Christmas Day?

This is how you'll feel as you unwrap your copy of *Bomberman*.

BOMBS AWAY!

For *Super Bomberman*, this is more than just an option. It's a necessity.

The Hudson Soft Super Multitap (see below) plugs into the second controller port, and allows four extra joypads to be connected to your SNES. If you want to get the most out of *Bomberman* then you should make sure you have one of these (and extra joypads, of course). The device should receive an official UK release in time for Christmas, and the distribution is also being handled by Sony. At this time, there are no plans to release the device and the game as a single package.

The Multitap is also compatible with games like *Jimmy Connors' Pro Tennis Tour*, *Super Formation Soccer 2*, *Super Fire Pro Wrestling*, even *The Secret Of Mana*.

This is *Bomberman* at its best, with four people blowing each other up.

Only one-player mode has bosses and a map.

This is one of the more adventurous arenas, with baddies to dodge and carnivorous plants and all.

UK Release

Game: Super Bomberman
Publisher: Sony
Developer: In-house
Price: £49.99
Release: December
Players: 1 to 4 simultaneously
Cart ROM: 4 Mbit

GOOD, BAD OR UGLY?

Time has done much to dispel the myths surrounding video-gamers. We live in the '90s, we read game reviews in *The Face*, we see *Super Mario Kart* played on TV – truly, joystick-wanging is no longer the exclusive preserve of the sad, swotty, teenage male geek. But isn't video-gaming still a bit of a lonely hobby? A friend substitute? A promoter of introverted, even anti-social, tendencies?

That particular belief is finally laid to rest with the UK release of *Super Bomberman*, whose fun is directly proportional to the number of friends playing with you (shrieks of disgust from budding otaku types). That's right. If you haven't got any friends then make some right now, unless you want to miss out on some of the best action your SNES can offer.

As a one-player game, *Bomberman* is pretty dull: the graphics are unremarkable and the game can become very repetitive. Two players can have a bit of a whizz working together to polish off the bosses, but it's still not an absolute winner. Switch to Battle Mode and plug in a Multitap, however, and you'll suddenly discover the true path to *Bomber* paradise. Competing with three or four players is a revelatory experience: strategies, bluffs, feuds and persecution quickly develop from the frantic gameplay. Skill does ultimately triumph, but if you do too well you'll find the other players ganging up to stop you winning.

We reviewed *Super Bomberman* as an import back in issue 9, and we loved it so much that we thought we should bring its UK release to your attention. Even our erstwhile ex-editor Matt Bielby couldn't resist sloping off from his work on new Future mag *PC Gamer* to spend an afternoon playtesting it with us. It's addictive, fiercely competitive, and immense fun for extroverted sociable sorts.

So you have a choice: either buy *Super Bomberman* and a Multitap and play it with your friends, or write some abysmal adolescent poetry about darkness and towers and pain and the void. And remember – *Super Bomberman* won't embarrass you in years to come.

● Zy Nicholson

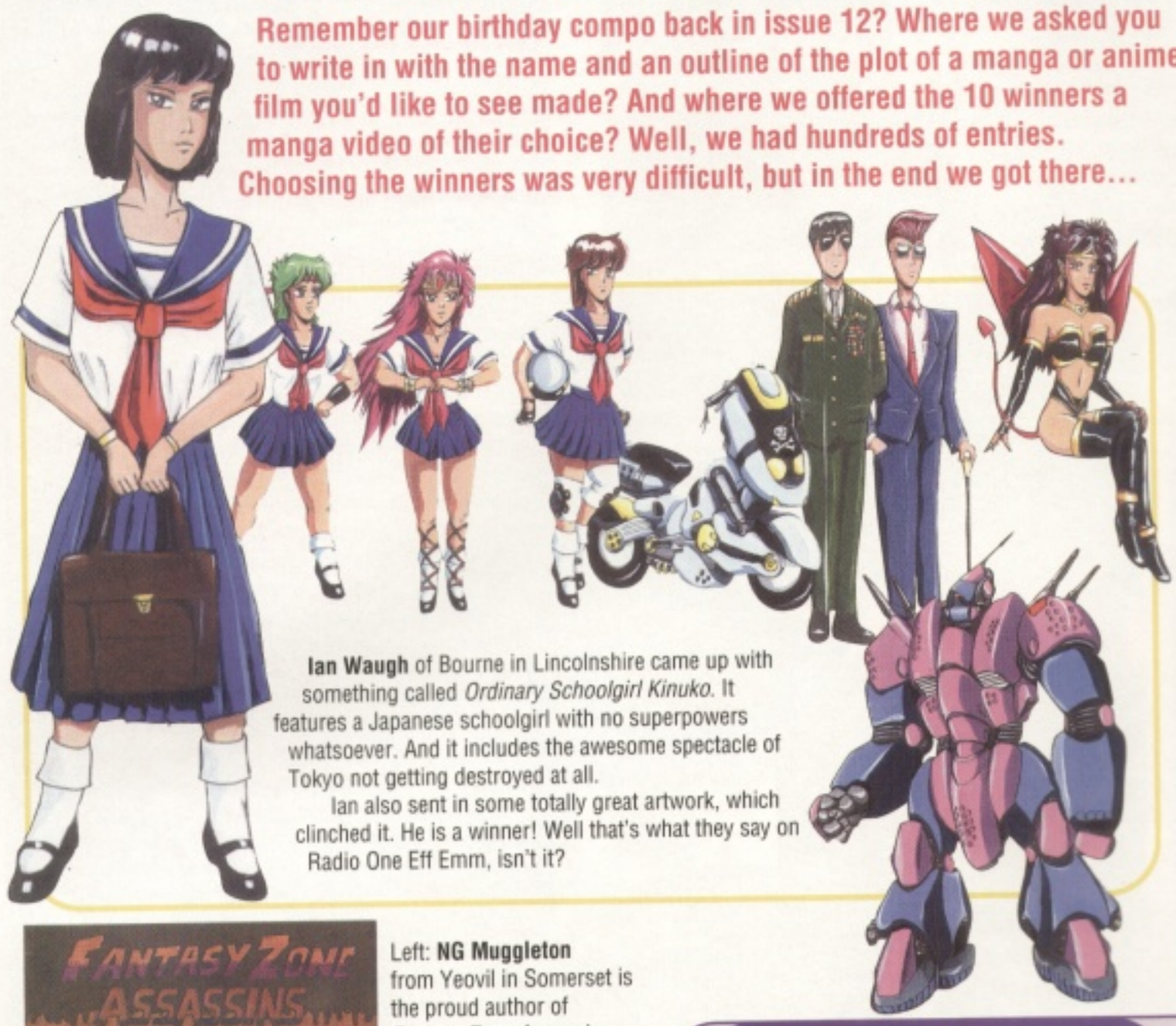
GRAPHICS	SOUND	GAMEPLAY
68%	75%	94%
GAMELIFE	OVERALL SCORE:	
91%		92%

VERDICT: Buy *Super Bomberman* right now. Buy a Multitap. Play it with your friends. There, that should be clear enough.

MANGA COMPETITION

WINNERS! WINNERS! WINNERS! WINNERS!

Remember our birthday compo back in issue 12? Where we asked you to write in with the name and an outline of the plot of a manga or anime film you'd like to see made? And where we offered the 10 winners a manga video of their choice? Well, we had hundreds of entries. Choosing the winners was very difficult, but in the end we got there...



Ian Waugh of Bourne in Lincolnshire came up with something called *Ordinary Schoolgirl Kinuko*. It features a Japanese schoolgirl with no superpowers whatsoever. And it includes the awesome spectacle of Tokyo not getting destroyed at all.

Ian also sent in some totally great artwork, which clinched it. He is a winner! Well that's what they say on Radio One Eff Emm, isn't it?

Matt from Basingstoke, with *Catfight: Prolific Action Backcomb Rebellion Final Episode 303*

At *Super Play*, we pride ourselves on being able to understand and appreciate anime and manga. But Matt's *Catfight* had us totally bewildered. Nice one, Matt. And the artwork is absolutely stunning. Please explain what it all means one day, that's all.

Left: **NG Muggleton** from Yeovil in Somerset is the proud author of *Fantasy Zone Assassins*. Again, the plot is secondary to the brilliant artwork, but NG shouldn't worry about that because he's won himself a prize anyway.

Right: **Christopher Wood** of Todmorden sent us *Ranger Z*. And very mean he looks, too. Well, quite mean. Well, a tad unkind, then. All right, slightly miserable. But good enough to win your choice of vid, mate!

Left: Next we move on to **Jan-Fei Li** of Reading in Berkshire. No relation to Chun Li, Jan-Fei couldn't help but submit the classic-sounding *Adolescent Cutey Bunny Femme Fatale*. The idea doesn't need much further explanation, and as Jan-Fei didn't really provide any, we won't bore you with it.

AND THERE'S MORE!

All-Purpose Super-Deformed SNES Mag Team is the offering from **Toby Cochrane** of Aylesbury in Bucks. The entire *Super Play* team is represented, including the amazing, intelligent, handsome editor, a zany production ed, two mutant brothers called Tweedlejon and Tweedlezy, and the obligatory pin-up who everybody marries in their dreams – the beautiful Lisa.

How could such crawliness fail to win a video? Nice one Toby.

The next one is called *General Sakai*. It's from **Christian Whittle** of Dumbartonshire, deep in Scotland. A girl called Tanya Sakai (who acts as if she's a General) suffers somewhat when one of her schoolfriends is forced to become the slave of Tha-son, an evil character who has taken over their school. What a top idea.

When we set up the competition, we quoted a few made-up manga-style names to get you started. **A Cornish** and **G Bird** of Caterham, Surrey sent us a load of absolutely superb names and rough plots. Some of the gems they came up with are: *Hoo-Haa Hammerhead Panic Abrasions 4, Shadow Slap, Head Producer, Sticky Trumpet, Hammer Fruit Planet Slicer, Plush Bolstered Sleepy Girl Vol 2, Sequinned Judge Responsible Temple Elevator, Munchy Fascist Twig Riot Canister* and the unmissable *No Time For Snooze Jive Postulator: Sweet Roy Part 1*. They're classics, and made better by the *Sweet Roy* bit at the end!

Jack Docherty from out of Darlington, County Durham penned the immortal *Half Eye Small Toe Young Dream Girlie vs Metal Police*. Packed with the sort of massage-related humour we couldn't possibly repeat in these pages, it's the story of a small girl who is blind, save for her ability to see both psychically and normally (we didn't understand this bit either). Anyway, she's massaging this bloke, lovingly caressing the (*Oi! That's the bit we can't repeat! – Sue.*). Er, loads of funny things happen, the manga/anime genre is successfully pastiched and everybody goes home happy.

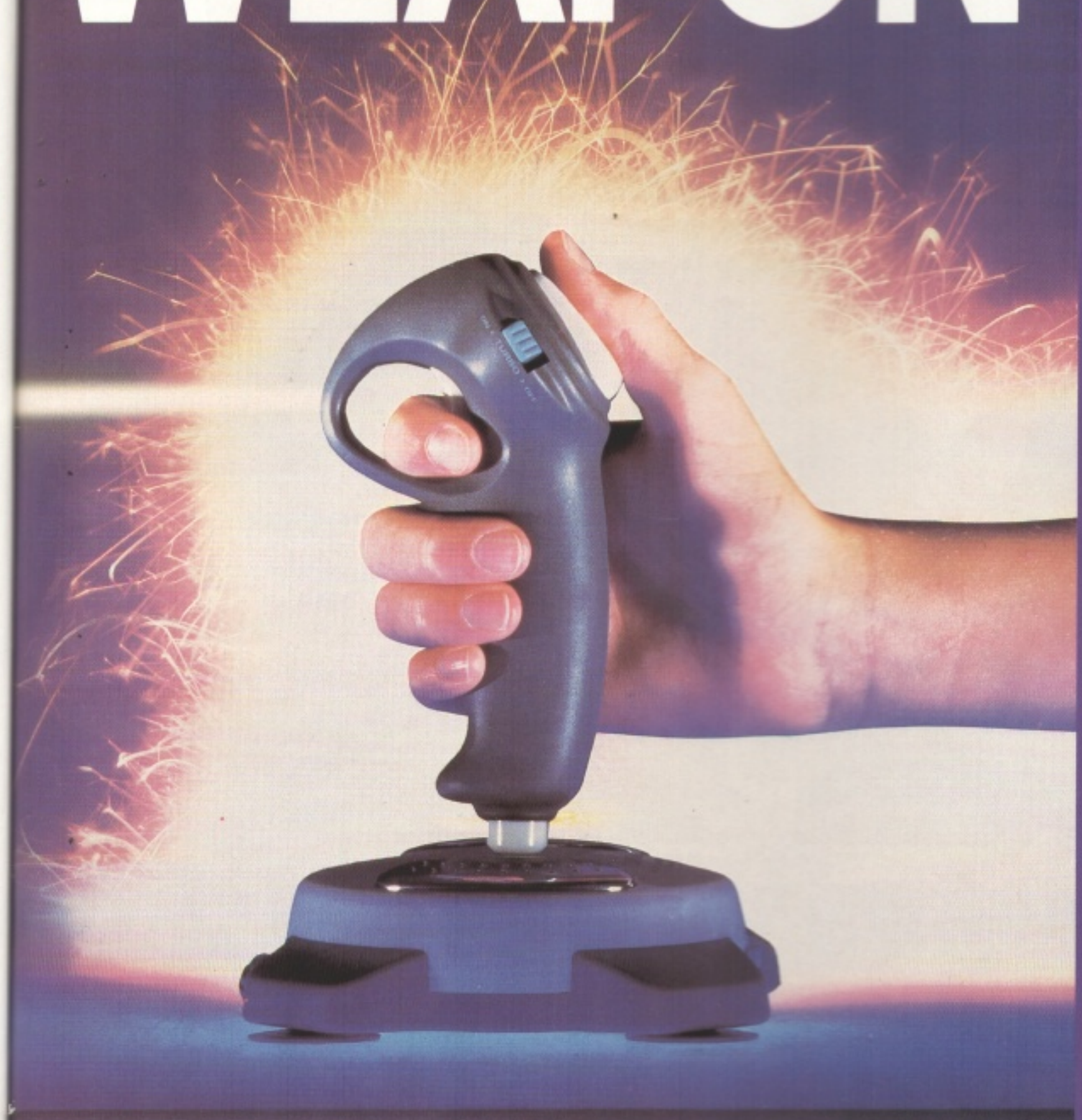
The last, but by no means least, comes from **Jamie Pollard** of Ilford, Essex. His *Revenge Of The Killer Fleas* was actually pretty realistic. The plot involves sewage and other forms of pollution a threat to the world's population and the uncomfortable idea that fleas can be lethal. Jamie must be itching to get his hands on his prize! Sorry. Anyway, as a parting shot, he says that the follow-ups to his film are *Flea x Flea Eyes, Vampire Hunter Flea* and *Crying Fleaman*. Jokes that are certainly up to scratch. Sorry again.

LAGOON COMPETITION

In Andy Lowe's review of *Lagoon* in issue 12 we asked you from what book did the inspiration for the captions come? The answer is *American Psycho* by Brett Easton Ellis. The winners of *Super Play* T-shirts are:

- **Andrew Grey from West Drayton, Middlesex.**
- **Billy 'Bateman' Magers of Sheffield.**
- **Deborah Price from Greenford, Middlesex.**
- **Martin Hunter from Bimingham.**

LETHAL WEAPON



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Aladdin, Jurassic Park, Thunderhawk

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Wonder machine or, er, not? We decide...

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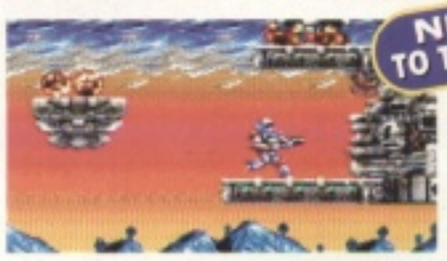
NEW TO THE UK

Games we reviewed a while ago on import, but which are now appearing in a High Street store near you. Jonathan Davies makes sure we're all up-to-date.

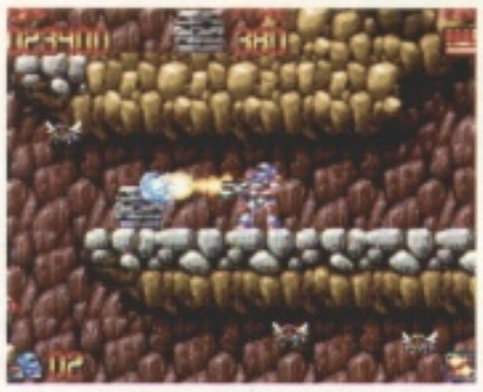


Turrican is actually the bad guy. Not the chap you control.

Or, indeed, the Japanese word for 'fish slice'.

SUPER TURRICAN

Vic Tokai • £44.99 • 4 Mbit



It's easy to get twitchy in this fellow's position. It wasn't turned to 'max', luckily.

'Oh no. And she only asked for a light.'

GOOD, BAD OR UGLY?

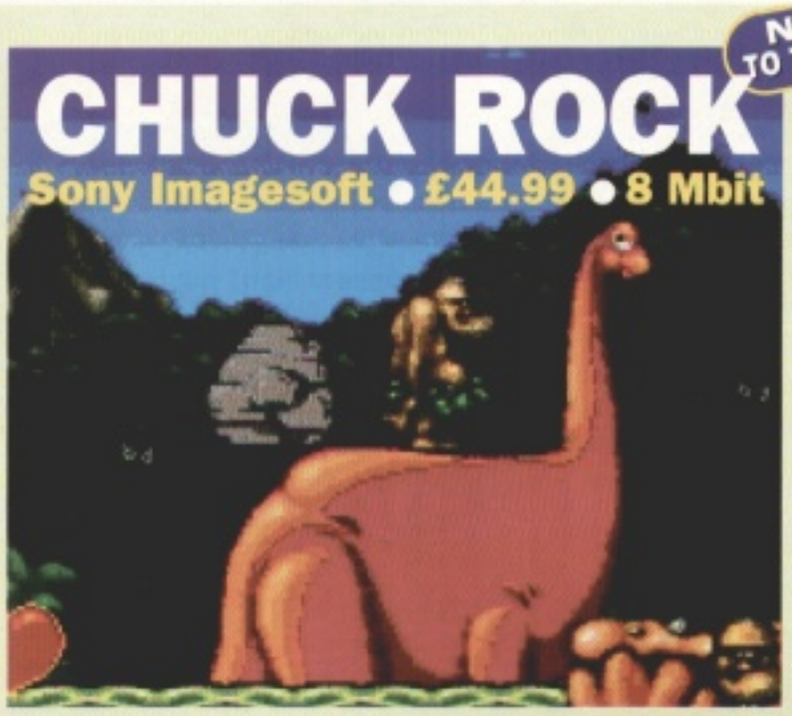
Super Turrican is a console offshoot from a popular series of computer games. And it shows. The sprites are mostly on the small side, the backgrounds are just coloured stripes, there are no story-screens in between levels to help the story along, and colour is splashed around in an arbitrary (though attractive) manner.

It's still a great game, though. You don't have to do much in it beyond jumping about and shooting things, but it's all very enjoyable. The weapons are the business, and there are plenty of hidden bonuses to uncover. The difficulty level's about right, too, and there are bundles of levels to explore (it's hard to believe this is only a 4 Mbit cart – but it's true!), although the bosses are all a bit crap and easy to kill. And the music, by Jason's all-time hero Chris Hülsbeck, is terrific.

This'll appeal most to fans of *Super Probotector*, although it isn't really in the same league.

● Jonathan Davies

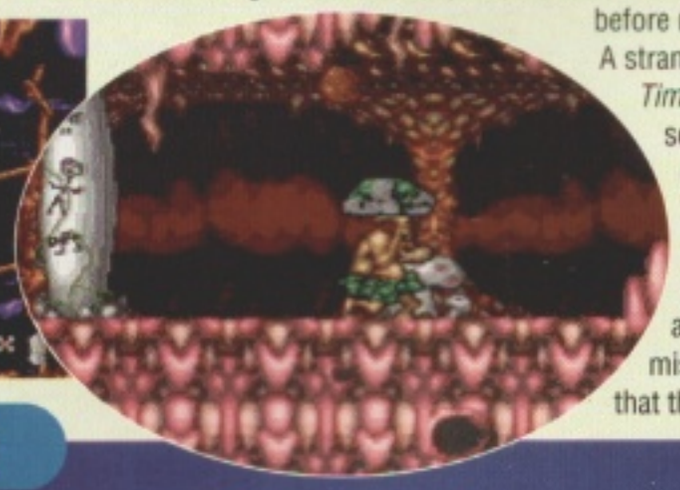
GRAPHICS	SOUND	GAMEPLAY
79%	92%	86%
GAMELIFE	OVERALL SCORE:	80%
78%		



CHUCK ROCK

Sony Imagesoft • £44.99 • 8 Mbit

'But how,' you're probably asking, 'can Chuck be co-existing with dinosaurs, who died out several million years before man evolved?' A strange *The Land That Time Forgot*-type scenario? A relaxation of the rules of natural history for comic effect? Or a plain and simple mistake? Er. Gosh, is that the time?



GOOD, BAD OR UGLY?

We'd normally make sure someone else reviews a game the second time around (I looked at this one on import in issue 4), but the consensus on *Chuck Rock* in the *Super Play* office seems pretty clear-cut: it's a cleverly-enough put together platform game that fails to capture the imagination in the way that Chuck's multi-format sales success might suggest.

There are three basic things that put me off the game. The first is Chuck himself: a less endearing character I've yet to come across. The second is the graphics, which are rendered in the drabest colours possible, and waste an excellent opportunity for dinosaur-based cartoon tomfoolery. And the third is the unrelenting linearity of it all. The programmers have fixed a route for you to take through the game, and all you can do is follow it, bashing the dinosaurs that they want you to bash, and 'making use of' the ones that have been put there to help you through the game in a comical manner.

You may well get some fun out of it, at least until you've played it through to the end a couple of times; I can think of better things to do, frankly.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
65%	70%	59%
GAMELIFE	OVERALL SCORE:	61%
73%		

SUPER MARIO COLLECTION

SUPER PLAYER'S GUIDE

NINTENDO (JAP)

UK/US TITLE: SUPER MARIO ALL STARS

By Zy Nicholson

Super Mario Bros 3

PART FOUR

Welcome to the final part of the final instalment of our Super Player's Guide to the *Super Mario Collection*. This month we cover part two of *Super Mario Bros 3*. If you turn to page 70 of the last issue you'll see a list of general tips, power-ups, magic items and bonuses you can find to help you on your way through this game. (We didn't want to repeat ourselves here.) Put all our guides together and you'll have the most comprehensive and in-depth guide to *The Mario Collection* you'll find anywhere in the world. Probably.

WORLD 5: The Sky

STAGE 1

The Chain Chomps can only be harmed by a shell hit to the head, so in this level they just have to be avoided. As you make your way over them, you may notice that the huge area underneath the grey bricks has no apparent entrance. To reach it you must fly up at the start of the level (P-Wings only here) and look for a pipe in the sky. Once inside, you have a choice: the higher passage leads to a Music Box, but you'd be better off taking the lower. You'll drop onto an island beneath the Chain Chomps. The bricks hold four 1-ups, but remember that only one power-up can exist on screen at any time... With P-Wings still intact, fly up and smash the ledge above you. The switch block in the left brick will make coins from thin air.

1

2

STAGE 2

The first few seconds will decide which route you will take through this stage. As you fall after entering the first pipe, pull right immediately and try to land on the note block. It holds a power-up, which you may be able to reach as you bounce off. Should you slip and fall to the water below, a wagging Raccoon Tail will let you collect all the coins on the way down.

If you managed to bounce from the note block to a solid perch at the start, head up on the right to enter a pipe to the surface world. Go down the next pipe you come across and you'll arrive in a room. That's three extra lives and a power-up, you lucky person.

If you now go to the Red Mushroom House, Toad will present you with a Tanooki Suit.

STAGE 3

This is where you'll find Kuribo's Shoe (which must be knocked from a ledge – see last month's Super Player's Guide for more details). If you take a hit whilst wearing it you won't be hurt, but you'll lose the Shoe irretrievably. Use it here and you can walk over the long bed of Munchers to get a 1-up.

For the score-seekers amongst you, it's possible to tread on the roaming Spinies one after another without touching the ground. Be very careful when you try to boot a Venus Fire Trap – you might get hit by a fireball that you were too close to see.

The patrolling Hammer Bros are in possession of a Starman and a P-Wing respectively, so forget the Music Box and go for them.

3

4

FIRST FORTRESS

You don't need to complete this stage to progress, but the key that's held here will open up a quicker path in the second part of this world. Look above the first brick ledge for a short-cut to Boom Boom, but you'll have to fly all the way up in the next room.

4 Hmm, where should I be exploring for three invisible 1-ups?

THE TOWER

This stage isn't beaten like the others, as you can pass through it as many times as you wish. Most of it is pretty obvious, but one thing I will mention is that if you reach the castellations as Raccoon Mario then take out the Micro-Goombas and use your tail to look for a 1-up and a wall of coin boxes. To leave this stage you have to remove the patrolling Koopa and punch the bricks above it to find a beanstalk.

STAGE 4

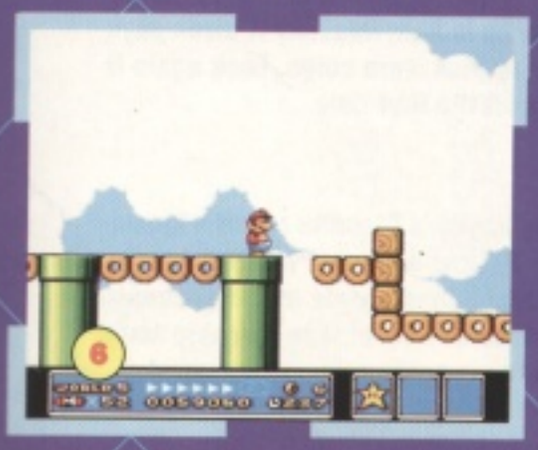
This level is devilishly hard unless you start as Super Mario at least. Get the Super Leaf from the ? block and run back and forth to take off from the

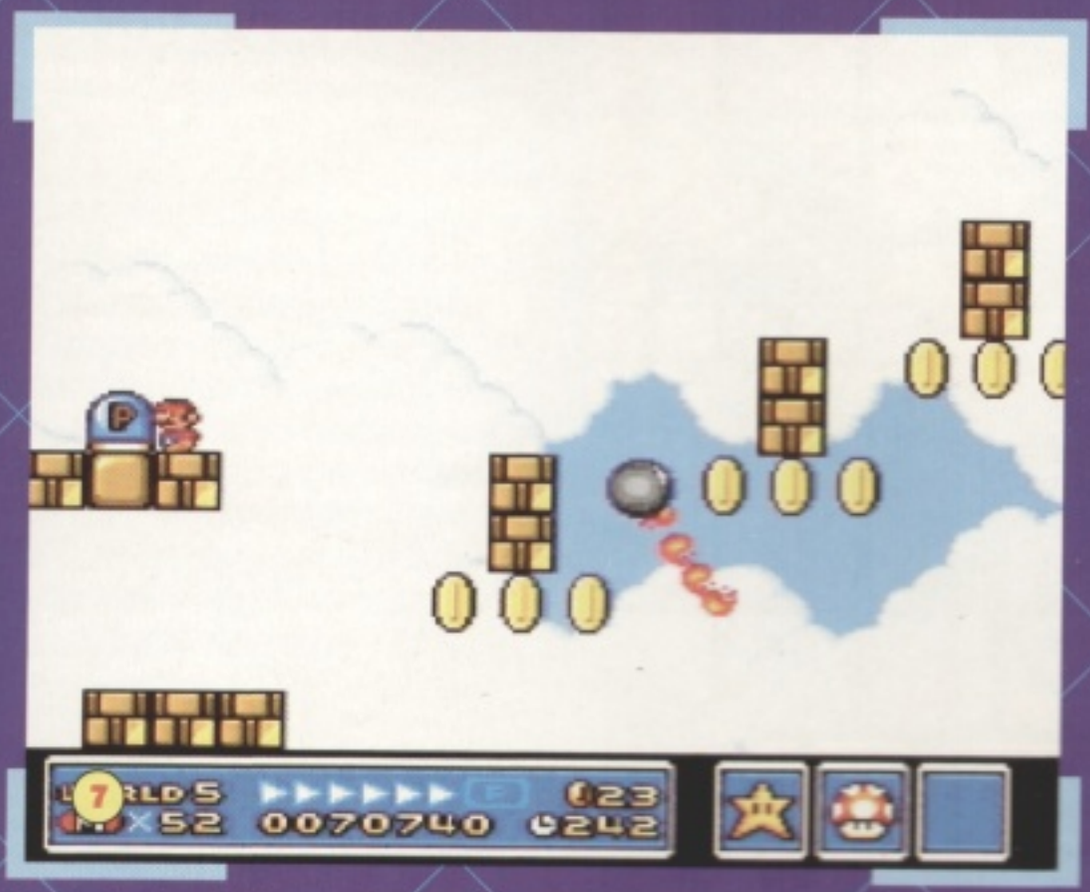
5 edge. Head up and right and you'll find some clouds that will take you right over the rotary lifts. When you reach the last (smaller) one, wag your tail and drift down towards the right to land on a wooden block beside a waterfall. From here it's just a matter of tail-assisted jumps over a couple of lifts: you can use that Koopa as a stepping stone, too. Be careful when you emerge from the exit pipe, though – Lakitu is loitering with intent, and you'll need to make a mad dash for the Card Zone.

STAGE 5

Those shaky donut lifts will give way if you stand on them for too long, so keep moving from one to another. If you have to tardy in a particular place then keep jumping to make the donut block below you last longer. If you dive off a falling donut at the last moment, you can collect the coins below: get 28 coins or more on this stage and the Blue Mushroom House will appear with a P-Wing for you.

6 There are lots of power-ups here, so bash anything that looks likely as you're passing through. If you can





destroy the two bricks over the second pipe then pop inside for a Tanooki Suit and some coins.

STAGE 6

Shades of Rene Magritte! The winged red Buzzy shells rise into the air when you step on them, so you have to keep moving. The right end of the long brick

7 ledge has a switch block to make things a bit easier.

STAGE 7

Try to start this level as Fire Mario to make things much easier for yourself.

8 There's a power-up in the wooden block on the pile of bricks.

You'll soon get to this scene where your fireballs will stop the Venus Fire Trap from giving you any trouble. Get the 1-up from the brick on the right and then take the pipe to a lower level. In here you'll find power-ups in the last stack of wooden blocks and a note block. By changing to Raccoon Mario here you can take off from the left side to reach a switch block in the higher bricks.

SECOND FORTRESS

This is a breeze, and as long as you take things slowly you won't be surprised by the Podoboos dropping from the ceiling.

STAGE 8

Flee! Lakitu is unreachable for the most part so your only hope is to keep running and jumping to the very end without a pause. Start this bit as Super Mario at least and grab the power-up in the first row of ? blocks – you can now take two Spiny Egg hits without being killed. On a points trip, wait for the Eggs to accumulate in the end zone before grabbing the Card.

Fortunately it's very slow, and you can fireball or jump on it. The wooden ledges are solid (you have to curl around them when you leap).

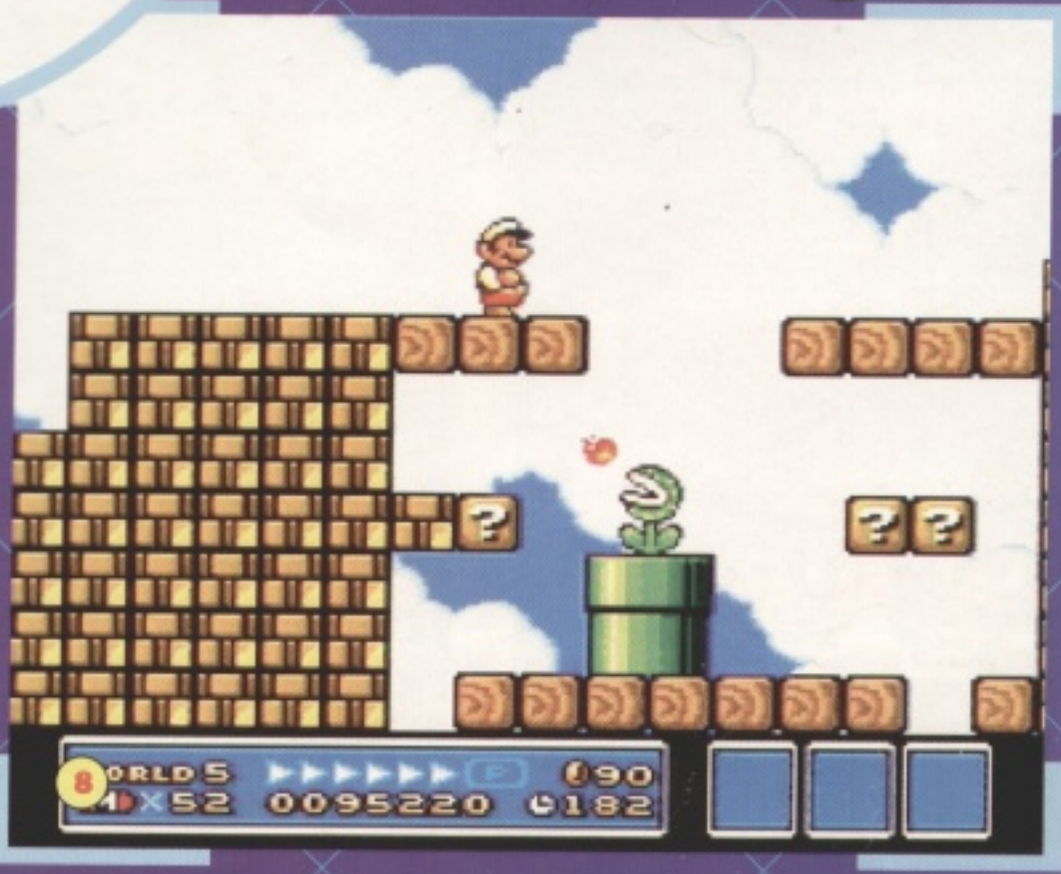
GHOST SHIP

On deck, this is pretty much like the previous ships. The captain is Roy Koopa, however, who is every bit as hard and scary as Dennis Hopper. Like the Sledge Brothers, his earth-shaking stomp can freeze Mario to the spot: the swine then fires spreading smoke rings at the hapless plumber. Keep jumping around to avoid getting stuck. If you miss Roy Koopa when he first appears from his shell then you'll find he's most vulnerable whilst he's blowing smoke.

If you have an anchor, then this is the ideal place to use it. If the ship gets away you may need to chase it through the Tower again.

STAGE 9

This would be a straightforward lift-hopping exercise if it wasn't for the appearance of a Fire Chomp.



WORLD 6: Iced Land

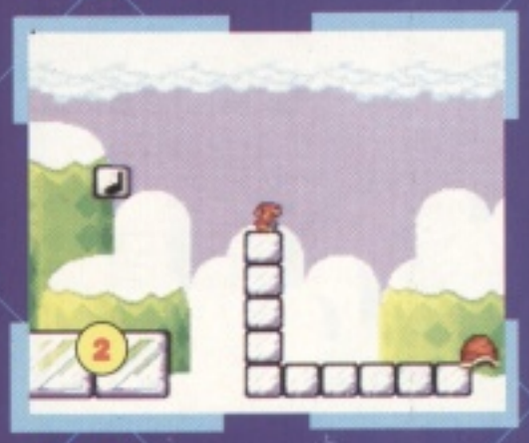
STAGE 1

Fireballs improve your chances of survival in this stage, and if you're Super-powered then you'll be able to grab them from the first ? block. If you want to do a bit of exploring, though, keep bumping those blocks until the Super Leaf appears. With Raccoon power, go back to the flat area between the first two pipes and take off to the left. You'll find a secret doorway to here. The idea is to hit the switch block in the top right and slide, slide, slide all the way under those huge ice-cubes in time to collect the coins below. When the last coins revert to bricks work fast with your tail to get out.

STAGE 2

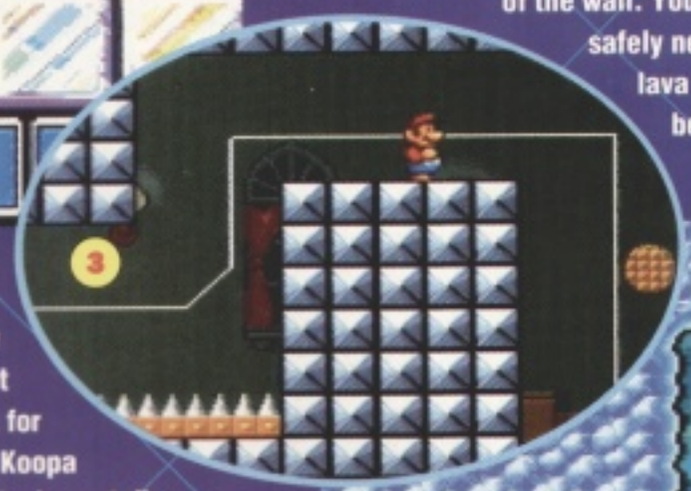
Grab the first silver brick and throw it at the ? block for a Super Leaf. Now you can smash anything in your path. Look for a 1-up towards the end of this stage – it's held by a floating brick inside an L-shaped ledge.

The Red Mushroom House holds a Hammer Brother Suit for you. If you want to break through the rock to the pipe, try asking the Hammer Bros for the necessary tools.



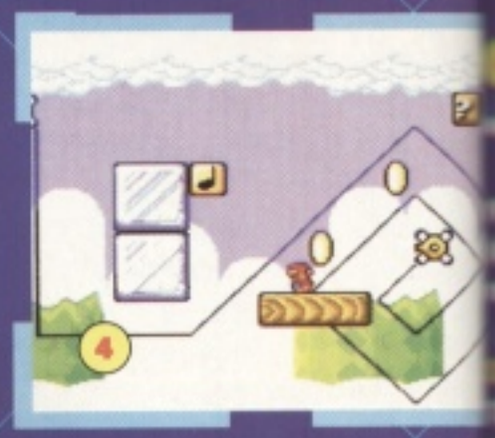
STAGE 3

Don't expect the note blocks to bounce you anywhere safe. Just wait on them and a lift will appear. The power-ups and 1-ups here are not really worth the effort it takes to get them. Instead, look for this area and use a Koopa shell to make the beanstalk grow. The pipe in the sky leads you to a Tanooki Suit, and you can make use of it right away. Fly up through the bricks in the top left for a 30 coin bonus. You'll need to jump off a Koopa's back to reach the exit from this level.



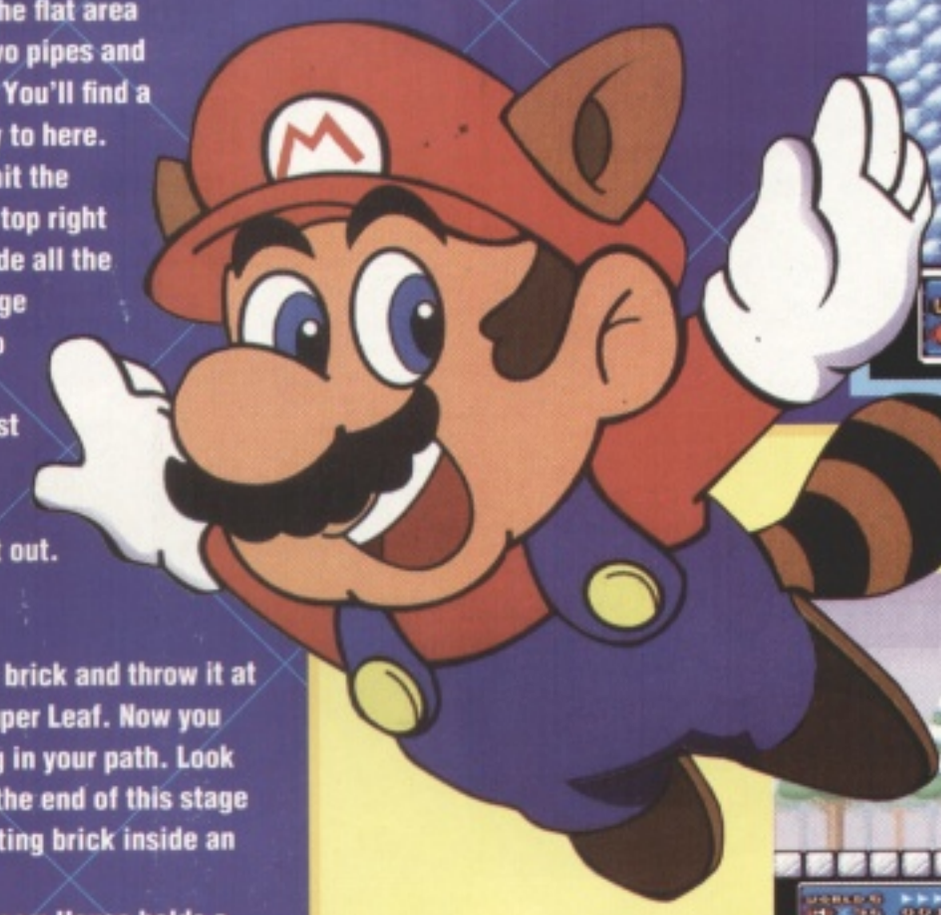
FIRST FORTRESS

If you can't suss the timing of the Podoboos on the lift's ascent, a Starman from your items window will last you long enough to clear them. When the lift reaches the flat landing at the top, step off: Hot Foot will leap from the candle to his doom. As the first Rotodisc passes into the wall, jump down and hold RIGHT to cling to the side of the wall. You'll land safely next to the lava pit below. There's a high 1-up in the next section, but dashing space is pretty tight. Go for t Starman in the first ? block instead.



STAGE 4

There's a 1-up down the steps in the first brick – knock it left. When the fi wooden lift begins to move, jump ont



HAVE YOU TRIED...

...bashing the bricks after defeating the Hammer Bros? Try it early on.

...flying up in Coin Heaven? It often pays out a 1-up plus more coins. Look again if you miss it the first time.

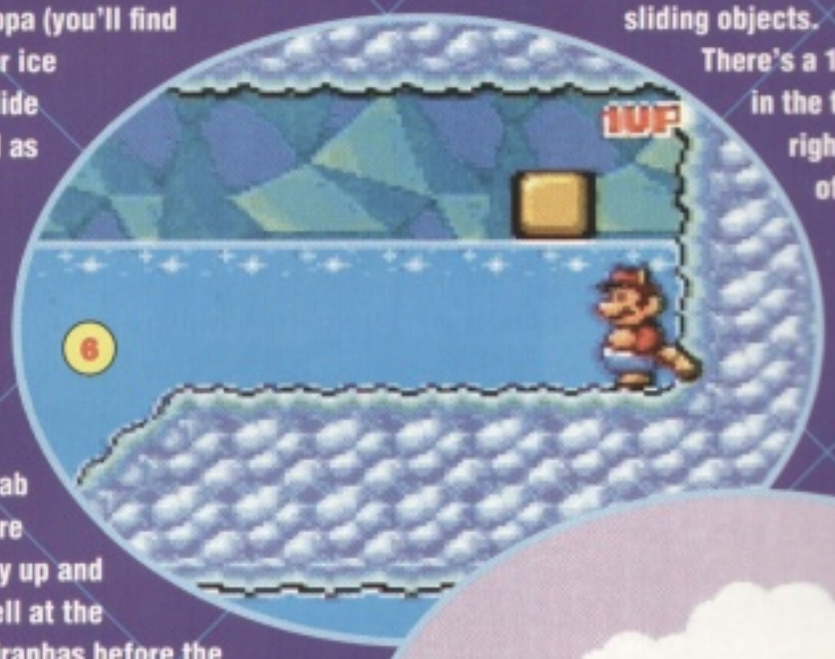
...using Jugem's Cloud to reach a bonus stage? Visiting a Spade Panel or Mushroom House counts as the successful completion of a level. You can skip some stages the easy way.

4 the ice cubes to the right. If you can reach it, this hidden note block will take you to Coin Heaven.

There's another 1-up in the sky if you can find any space to fly. Dash and jump through the very last rotary lift to reach the end zone.

STAGE 5

This stage is actually a lot harder to finish than it looks. The exit is at the top of a shaft on the right, and is guarded by two white Nipper Plants. First, get powered up to Raccoon Mario by taking any of the pipes to a ? block (it resets each time you come here). Back in the right end of the main passage, knock away the four bricks and stomp the Buzzy Beetle. Now go left and take out all the other Buzzies, but leave the Koopa (you'll find that the silver ice blocks will slide uphill as well as down). Now that you've cleared some rushing space, stomp the Koopa and grab its shell before taking off. Fly up and throw the shell at the



5 White Piranhas before the Koopa wakes up, where it'll also knock away the blocks around the exit.

There are coins and a 1-up to be had if you explore the other shafts – a pretty good idea, considering that you may need several attempts to leave.

The Red Mushroom House contains a Hammer Bros Suit.

STAGE 6

The Cheep-Cheeps only move across the top of the little pools. If you crouch at the bottom of one, you can observe their jumping patterns and choose a safe time to progress. When you enter the

6 next watery area, swim to this cave to find a hidden 1-up at the top.

STAGE 7

If you collect 78 or more coins, the Blue Mushroom House will appear. Not really worth it, for an Anchor, but think of it as a challenge. You'll need to jump off the donut blocks at the very last second.

When you pass an area with two

brick structures, there's an invisible 1-up above your head. Jump for it.

7 To leave the level, stand on the donut block until it has dropped to near the bottom of the screen. Now you can jump to the note blocks and up to the exit pipe. Use fireballs to thaw out the coins locked in ice.

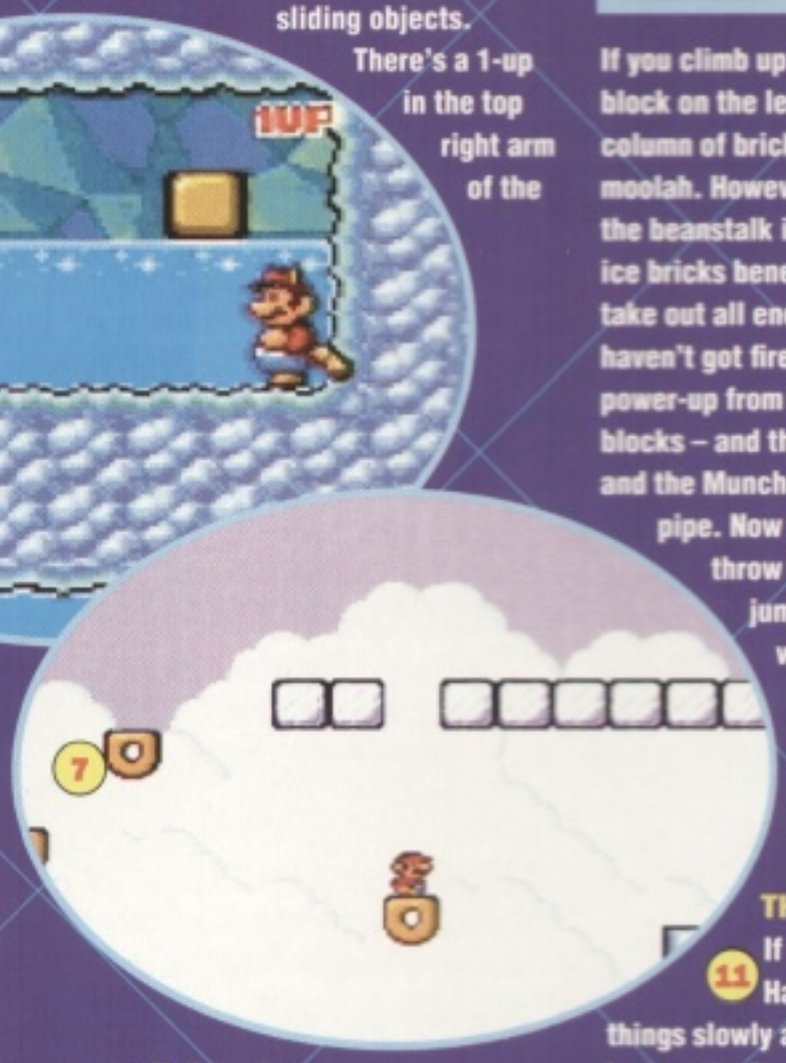
SECOND FORTRESS

I can't find anything interesting here. Is there a secret super-level I'm missing?

STAGE 8

A Buster Beetle will pick up an ice brick and throw it when you approach. This predictability makes them easy to kill if you already have an ice brick to hand yourself, as they'll pick up the very brick which protects them from sliding objects.

There's a 1-up in the top right arm of the



8 icy H-shaped stack. Jump up and pull the bricks away to reach it.

In a pile of bricks after the last hills, you'll find a switch block: the real coin stash is high up overhead, however – unreachable without a Raccoon Suit. Build up dashing power before you trip the switch and you'll have more collecting time.

STAGE 9

Blooper's Babies can cause you grief here, as they move erratically and are slow to fade away. A Frog Suit is thus helpful. If you don't have one, head up at the first shaft by using the wooden block and hop over the Munchers past the Piranha Plant. The next two note blocks contain power-ups. Explore high up in the next section. There's a switch

9 block at the top which'll turn the Munchers into coins.

STAGE 10

10 When you reach here, use a sliding squat to punch the beanstalk block.

If you climb up it, you'll see a switch block on the left which will turn the column of bricks into a tower of moolah. However... Instead of scaling the beanstalk immediately, eliminate all ice bricks beneath the column. Next, take out all enemies in this area – if you haven't got fireball capacity, collect the power-up from the next ledge of ? blocks – and thaw out the frozen coins and the Munchers above the second pipe. Now climb up the beanstalk, throw the switch block and jump right. The Munchers will have turned to coins! Grab them quickly and slide down the pipe, where a Hammer Bros Suit awaits you.

THIRD FORTRESS

11 If you still have the Hammer Bros Suit, take things slowly and use your hammers to destroy the Boo Diddlies, Stretches and Thwomps (yes, they really work). Otherwise, starting with a Starman and dashing through helps to get rid of a few of them.

When you fall through the doorway to the elevator room, pull right and turn to face left. The Boo Diddlies won't bother you when you take the next door to confront Boom Boom. Find a jumping space and let him have it without a moment's hesitation.

GHOST SHIP

You can use the bolt lift as a hopping point to reach the other side, but don't stop on it. The captain of the ship is Lemmy Koopa, who attacks with bouncing circus balls: fortunately he's quite slow and predictable. The Princess will reward you for your troubles with a tasty P-Wing.

WORLD 7: Pipe Maze

STAGE 1

1 If you can jump up on the second ledge of ? blocks (it's easier for small Mario to hook round it), then look for a hidden 1-up block in the top right corner. A power-up can be found in the left of two blocks guarded by a lonely Koopa: stand on the left block and throw your newly-acquired shell (heh, heh, heh) at the right block to make sure you don't miss it.

That stash of coins looks pretty inviting but, unless you can fly, you won't reach it.

Before you leave this stage at the very top, try bouncing high off the Paratroopa's back. There's a hidden 1-up block which you may just, by complete chance, happen to knock.

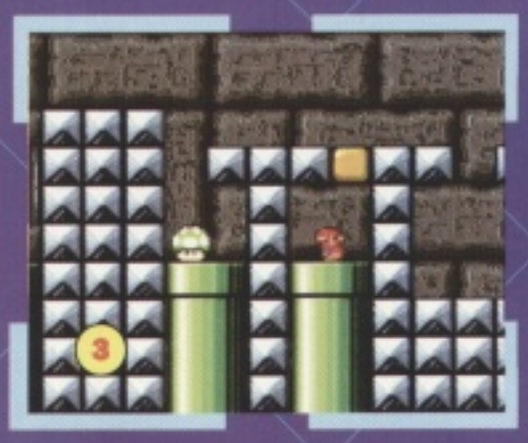
STAGE 2

The power-up inside the first ? block gives you fireballs, which are your best weapons against the increasingly aggressive vegetable vanguard. Enter the next pipe and swim left for some coins and a switch block. Swim right as soon as you've triggered it to collect as many coins as you can.

2 You can't jump out of this section, unfortunately, but you can uncover a wobbly bridge of note blocks by trying to do so. When it's complete, take the right pipe to find a power-up and the left pipe for the water below. When you surface you'll be able to cross on the bridge, but first make sure you jump up from the middle note block to release a 1-up. There's little else of much interest here, so fireball through the Piranhas to reach the exit – which you'll find is the lowest of the pipes at the end.

STAGE 3

This is a Starman zone. You can make each Starman last to the next one, but to do that, you have to be fast and you have to hit each block on the left side to keep up the pace. Lakitu will pester you but ignore him and run: even if you kill him, another will take his place. I'll leave it to you to find the requisite ports of call.



STAGE 4

If you start with Raccoon power, try flying over the brick wall on the right of the entrance pipes and you'll find a tasty 2-up. You could get stuck without a Frog Suit – there's a minefield of Jelectros to be negotiated on automatic scrolling, and you have to go right through the middle.

STAGE 5

The trick to this maze is its hidden blocks – you can fall through the gap, but you can't get back out. To solve it, you must reveal a long ledge of hidden blocks: work your way back through the maze again and, on your return, you'll be able to walk straight through. Making two trips draws heavily on your available time, but it's worth looking for

3 the two 1-ups (the first can be reached by an adjacent pipe). There's another Hammer Bros Suit in the Mushroom House.

THE PIRANHA GARDEN

Time to crack open a Starman and make a mad dash across the Muncher pipes. There's a P-Wing in the low pipe that's worth the risk.

FIRST FORTRESS

Worry no more about your lives – here's a loop that will provide an effective 9-up every time, so hurrah and huzza!

First you need to be Super Mario, so go through the door on the right and take the next door to a lava room. The ? block holds a power-up. Now return the way you came. See all those bricks?

4 What you need is a switch block... When you've tripped it, jump off and right to collect as many coins as possible. Take the door at the bottom of the room when they revert to bricks. Step back through the same door and you'll be back on top of the bricks, near the switch block! Repeat until the timer runs out. Then start the stage again, as many times as necessary.

5 To finish the stage, you need to fly. The switch block also reveals a white doorway to your left, beyond which you must take the vertical pipe to get a Tanooki Suit. Boom Boom's lair can only be reached by a pipe in the ceiling of the large deserted hallway.

STAGE 6

Arrow lifts go one way only, whereas Light Bulb lifts can be guided if you jump on them in a certain direction: both disappear after a short time, or if you bump into something. You need to take advantage of the screen

6 wraparound to get up the pipe on the right, using the second arrow lift and jumping over the obstacles.

STAGE 7

Are you ready for another mad dash through a Starman Zone? Good, because there's no other way to finish this stage. If you start fully powered then you've got time for a couple of brief mistakes.

STAGE 8

7 Explore the right side of the tall hanging pipe and you'll uncover a hidden note block, which will catapult the moustachioed maestro to Coin Heaven. Try to sneak past the Piranha Ptooie Plant and take the left pipe – a Hammer Bros Suit will be yours.

STAGE 9

There's plenty to explore here, but you'll lose a few lives to the clock. We'll just describe the specific route and leave the rest to you.

Go right to the note blocks. Then through the next three cracks. Now head left through two ice wall sections exiting at the top. Go across the tops of the two pipe frames (there are wooden blocks between them). Drop off the end of the second pipe frame and go left across the note blocks. Break through the ice wall, up through the crack above, and through the next ice wall. Drop to the wood blocks and go right. Go up through the crack in the next section and through two ice walls to the right. Now go up over the wood blocks, through the ice wall to the right and through the wall immediately below that. Drop through the crack in the floor, go right through the last wall and leave through the top of the cell for the exit pipe.

SECOND FORTRESS

This is something of an endurance test, so break into a Hammer Bros Suit and show no mercy for Thwomps and Boos. You may get through a few suits trying, even so.

PIRANHA GARDEN REVISITED

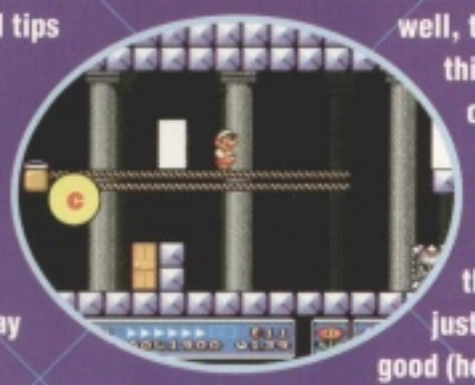
Make sure you save a Starman for the start of this stage. You'll need it to reach the note blocks.

GHOST SHIP

The flaming bolt platforms have safe areas on either side of the barrel. After the first Rocky Wrenches you'll need to perform a sliding squat. Once more, the Koopa captain will freeze you to the spot with his jumps.

WORLD 8: Koopa Castle

As soon as you reach this world, use up all your remaining Warp Whistles and Music Boxes immediately to get rid of them. They take up valuable space in your pockets. If you run out of lives or magic items, remember that you can always replay the earlier worlds on the current file before quitting out and returning to World 8. Use the N-Mark Spade Panel tips in last month's issue to stock up the easy way.



TANKS

This stage feels like you're walking the wrong way through a May Day Parade. Start with fireballs and you'll find that, by using each cannon as a ledge, you'll be able to frazzle every Rocky who raises his head. Stay off the ground or you'll find it harder to get back up. There's a Boomerang Brother waiting for you at the end, so hang on to your firepower.

SHIPS

1 Another relentless procession of vessels to test your dodging and ducking skills to the limit – unless you know the easy way, of course. After the first ship, jump into the muddy water and sink a little. Now swim along underneath the entire fleet. This is a tad harder than it sounds if you don't have a Frog Suit, as you can't see how Mario is doing and you have to keep hammering away at the jump button to stay afloat underneath (you'll hear his head bashing the hull repeatedly). But let's face it – would you rather be on deck?

GIANT HANDS

Three of the five squares lead to sub-levels, and a Fire Flower will get you through all three. If the hand doesn't appear you can always access the stage by pressing B. Start with the Turtles, blasting them all with fireballs, then get the Super Leaf from the ledge before leaving. That's one spare Raccoon Suit won. Now go through the Podoboo section, the easiest stage in the game. That's another Raccoon Suit. You have to keep moving fast through the Cheep-Cheep level, but take off at the very start and you'll fly through most of it. Result: three Raccoon Suits, the easy way.

AIRSHIP

If you can break into a P-Wing and stay flapping somewhere off the top right-hand corner, you'll cruise through this with no more than a tired thumb. If you can't, well, there are no cheats for this level, no tips, tricks or clever techniques that will make it all so much simpler. Sorry, but life's like that sometimes. You just have to be extremely good (he says in that casual Alan Brett fashion).

STAGE 1

With the Raccoon power from that spent 2 P-Wing, fly up at the start of the level to find a switch block. You'll be raking in the cash as you drift to earth. Now take off again from the same place and fly hard right and up. You should just manage to alight on a tall pipe leading to a 3-up room. Now, the clever bit: dash all the way down the long slope and, before pressing DOWN for the exit pipe, press JUMP very briefly. You'll emerge on the surface with active flying power! Be warned, though, that there is just enough to get you to the pipe by the End Zone. If you spend too long going down the pipe you won't make it.

If that fails, you'll need to make a giant leap. Ignore the note block, which is a trap, and lure a Bullet Bill from the cannons which you can then use as a stepping stone.

STAGE 2

3 Another cunning short-cut exists – let Mario sink into the first quicksand pit at the start of the level. He'll emerge in a room with two pipes: the right one goes via a coin bonus, the left via a power-up, both take you near to the end. Make a running jump over the Venus Fire Trap and dash down the hill for a full power meter.

FORTRESS

The power-ups will reset if you step out through a door and back again, so make a Raccoon Suit your first priority at any time. You'll need brick-breaking capacity to get through. Simply a finding Boom Boom's room is a real b problem in this maze of doors, but c you should be looking for the third switch block. When you trip it, two secret doors will appear: ignore the one on the conveyor belt and go for the door on the far right.

GIANT TANKS

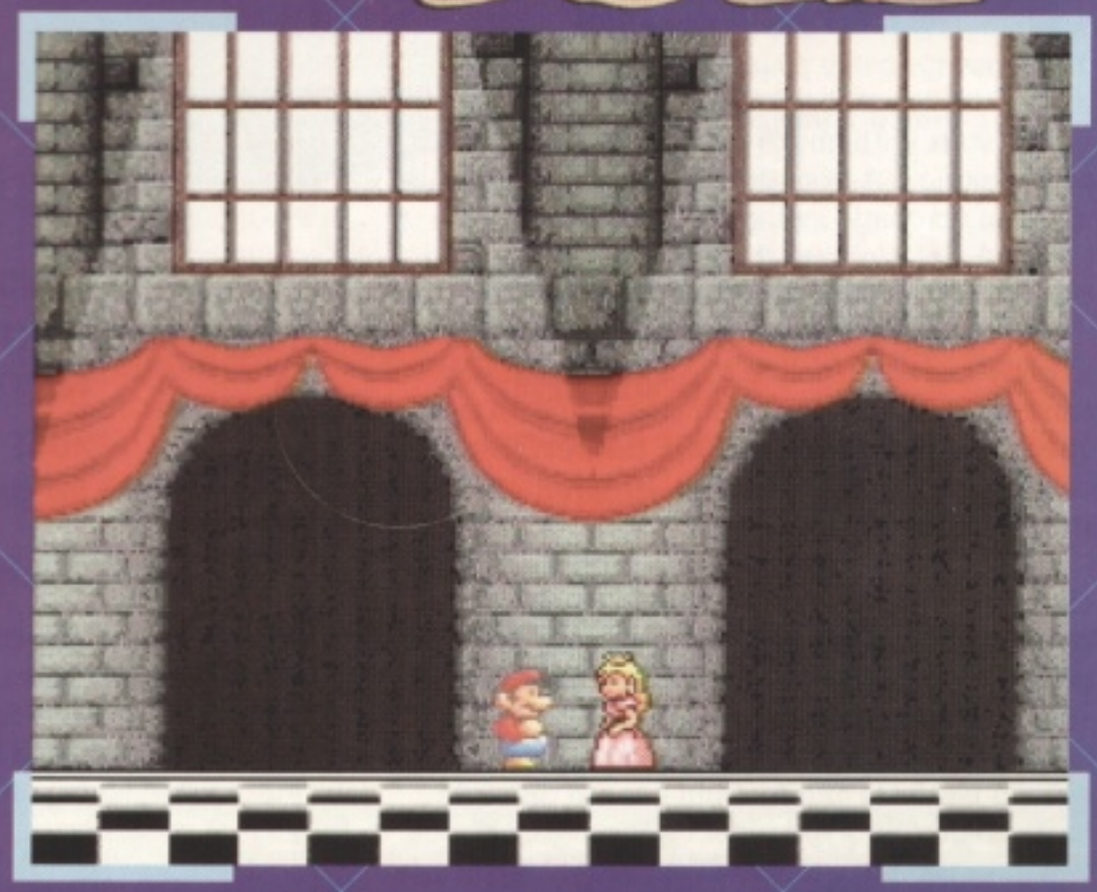
The Rockies throw their Wrenches in straight horizontal lines – easy to duck and fireball. If you want to P-Wing it, make sure you fly up through a gap in the wooden 'ceiling' gun emplacements.

BOWSER'S CASTLE

Start dashing immediately and you should outrun the lasers fired by the statues guarding the steps. A green lift will pick you up as you proceed – let it. Stand on the donut block until it falls, pushing or jumping right at the last moment. The three Rotodiscs are very easy to avoid, as there are safe points every three steps (and look for the 1-up hidden in the upper corner of the stairway).

A couple of routes exist here, with slightly different rooms for tackling the Koopa King. As ever, you'll know when you're getting close to Bowser by his fiery breath. Try stomping him when you come face to face and you'll notice a strange thing – it has no effect on him.

4 What you must do is watch, and dodge. See what happens when he jumps on the bricks? Think about it. Bowser is his own worst enemy...



Nintendo HOTLINE

(0703) 652222 (0703) 652222 (0703) 652222

It's that festive time of year again, and we bid you welcome to the second Hotline page. Your hosts, Mike Barnes and Shaun White claim to have mugged Santa and grabbed some info to help you as you battle with the great newie *Aladdin*.

ALADDIN

Here's a guide to help you collect every jewel in the first couple of levels. Getting them all is a good idea because it boosts your number of hearts and makes the quest that bit easier:

To start with, make your way to the second peg sticking out from the first building. Use this to do an acrobatic swing up and left, and you will find a platform with a pot on it. Jump onto the pot and up to the gem.

Next, acquire the sheet which enables you to glide instead of fall. It's in the vicinity; you can't miss it. And, once you've got hold of the sheet, you can go for the 1-up. Got it? Then keep climbing to the next platform. Here you will find the second gem.

From this platform, swoop to the left and climb the next set of platforms to reach a third gem. From here, glide down and right, and keep going to reach a fourth gem which you'll find suspended in mid-air.

On the next stage, get to the top of the second platform and fly from here to the right. You should find a red gem. Continue right and you'll encounter a selection of platforms. Go up them and when you reach the top-right one you'll see another gem. If you're quick enough you can fly off, grab the gem and glide back to the safety of the platform.

The third stage of this level can only be finished properly if you have the flying cloth. The first gem can be grabbed when you reach a wooden plank suspended between two buildings. Head up and right with a swoop from the wonder tea towel, and you'll grab the gem.

The next one is retrieved from above the first swinging platform. Again, gliding is definitely the best technique. Next, you'll see a red gem under a swinging platform. Carefully fall and grab onto this platform and you'll swing into the gem.

Next, get to the second death slide but don't use it. Instead use the magical parascending handkerchief. As you float down you'll see the last gem on this level.

Finally for this stage, you'll reach the evil bloke at the end. The way to get rid of this nutter is to wait until he swings his sword. Once he does, his head is undefended. So jump on it. Do this four times [illegible] level!

MIKE AND SHAUN'S BIG ALADDIN COMPO

We have loads of goodies to give away to five lucky people. All you have to do is answer these simple questions...

1. What is the name of the hat wo[illegible]in? The very funny, but now dead, Tommy Cooper also had one.
2. Which humorous chappie supplied the voice of the Genie in the film?
3. Which other comic genius appears in the new Nintendo TV commercials?

Send your answers to Mike and Shaun's Big *Aladdin* Compo, [illegible], Eastleigh, Hampshire SO5 [illegible].

- The prize is a surprise bag of goodies from Nintendo and the judge's decision is final.
- Proof of postage will not be accepted as proof of entry.
- No cash alternatives to prizes.
- No correspondence can be entered into.
- Closing date: 17 December 1993.

THIS MONTH'S FIVE MOST-ASKED QUESTIONS

(We've been inundated with *Mario All Stars* queries)

Is there a ninth world on *Mario: The Lost Levels*?

Yes, there is, but you must not use a Warp Zone. Even if you use a Warp that takes you backwards, you still won't get onto level 9.

What is the correct route through th[illegible] maze on 7.4 in *Super Mario Bros 1*?

Easy-peasy lemon squeezy! The correct path is: BOTTOM, MIDDLE, TOP, TOP, MIDDLE, TOP. See?

On *Mario 2* level 6.1, I can't seem to find a key to unlock the door at the end. Where is it?

Enter the section with the rows of jars and go down the fifth jar from the right. You won't be disappointed.

On *Mario 3* World 7 (the Fortress), how do I escape?

If you don't have the power of flight already, you will first need to get it, so enter the first door. Next, jump onto the switch block and quickly jump for the platform to the left. Then enter the door to a secret room where you will find a Tanooki Suit. Once you've collected this, return to the main checker floored room and fly up to the top left-hand side where you'll find a pipe. This will take you to the exit. Phew!

On *The Lost Levels*, how do you get out of 3.4?

As with 7.4 on *Mario 1* you need the correct route to escape from this level, and that route is: BOTTOM, BOTTOM, TOP, TOP. Look for some invisible blocks between the two top routes to help you through. And there you are!

The write thing

Come on, Super Players! We're still waiting for some seriously challenging high scores. Send details of any good results to: Nintendo Hotline, *Super Play*, Future Publishing, 30 Monmouth St, Bath BA1 2BW. Anybody tasty wins a day out, all expenses paid, at Nintendo HQ. Come on down!

One final point. If you've got a really long or particularly complicated query, or you haven't got access to a telephone, then you can write a letter and post it to: Mike and Shaun, the handsome Hotline chaps, PO Box 42, Eastleigh, Hampshire, SO5 5XZ.

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JURASSIC PARK

SUPER PLAYER'S GUIDE

OCEAN (US/UK)

By Allan Brett

We reviewed Ocean's brilliant *Jurassic Park* in issue 13 and said: 'You'll like this if you liked the film, if you like dinosaurs or if you like really good games', and we gave it 89%. This month Allan Brett brings you the Super Player's Guide, with maps of the interiors of all the buildings painstakingly and lovingly drawn for you. He's included all the ammunition and other goodies you can pick up along the way and where you can find them all. First, though, we have a few handy hints to start you on your way...

General Tips

1. The only weapons you should use throughout the game are the rocket launcher and the bolas snare rifle. All the other weapons only stun the dinosaurs.

2. In the interior sections, stay away from dinosaurs and kill them from a distance to avoid them attacking you. In the outside bits, always stay away from the trees and bushes so you don't get jumped by the raptors.

3. When the T-rex music score comes on (the one with the loud drums), NEVER go near a clearing.

4. If you're getting low on ammo, keep going in and out of an interior to stock up, because all the ammo reappears when you re-enter.

5. Try to collect all of the raptor eggs as early as possible to get rid of them.

6. Check all consoles after rebooting the system. Only certain ones allow communication, security clearance, etc.

7. If you're trying to get from one place to another, don't forget to use the 'Igen' intercom posts as a restart point, should you get killed.

PARK MAP

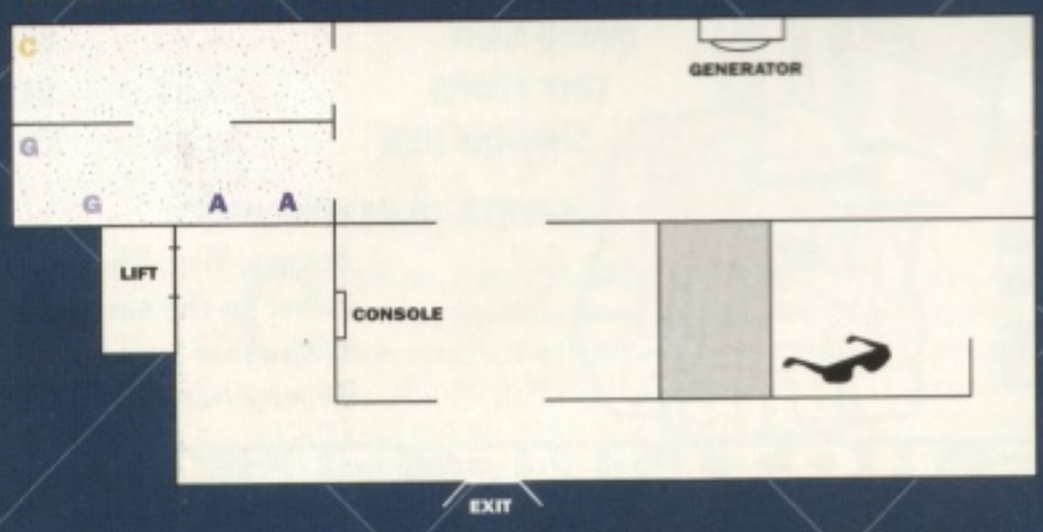
KEY

A Visitor's centre
B Nebular utility shed
C Raptor pen
D Beach utility shed
E Ship
F North utility shed
G Raptor nest entry
T T-rex present

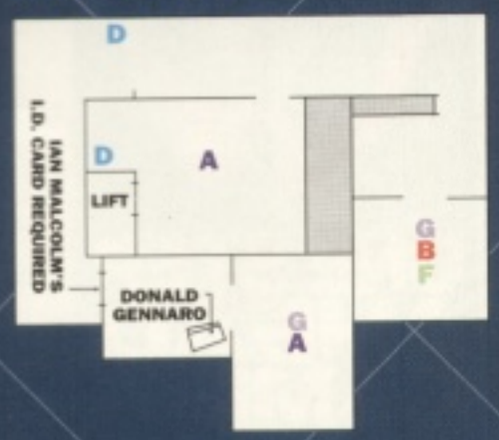
Six-year-old Phillip was delighted by his *Jurassic Park*-style birthday cake.

NEBULAR UTILITY SHED

GROUND LEVEL



SUB LEVEL



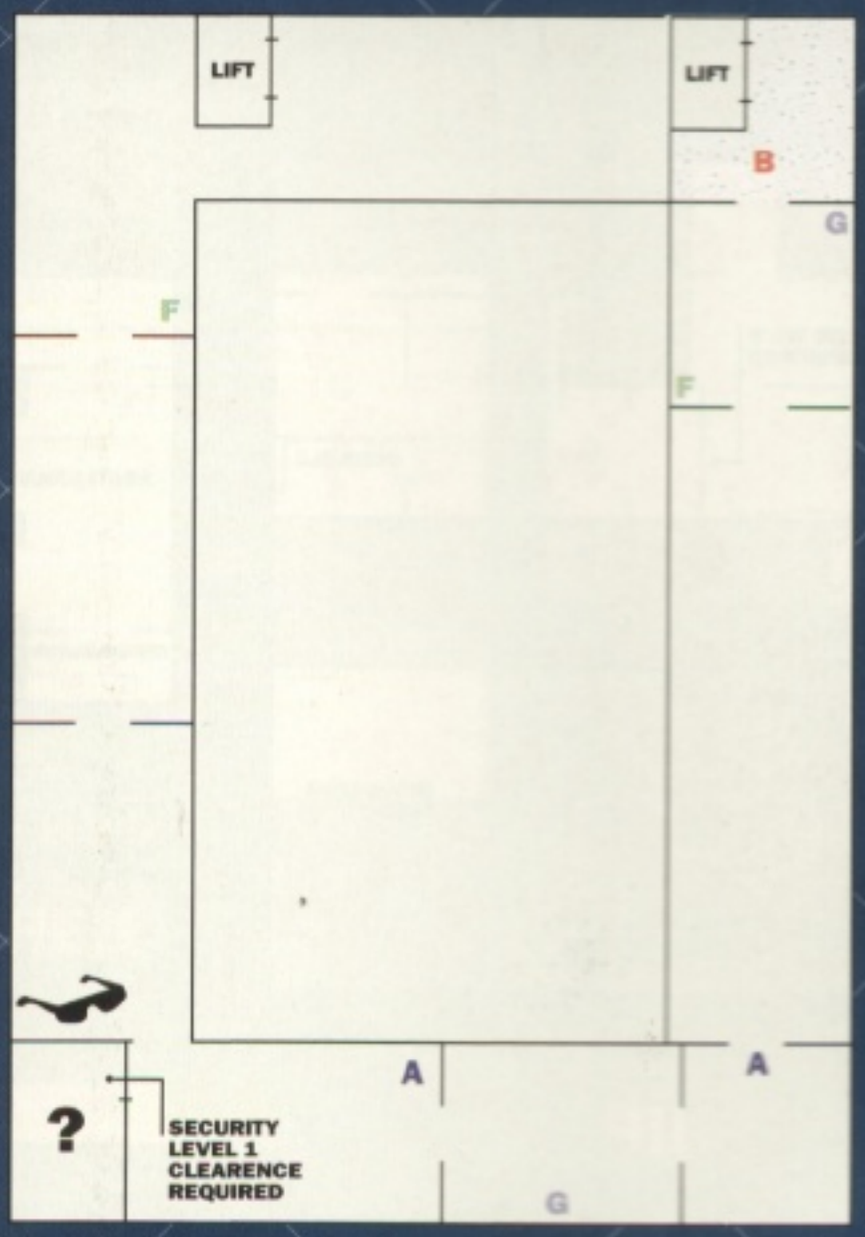
RAPTOR PEN

KEY (FOR ALL INTERIORS)

- A Chicken leg
- B First aid kit
- C Gas grenades
- D Shotgun ammo
- E Tranquillizer darts
- F Bolas snare ammo
- G Rocket launcher ammo
- ID card
- Night vision goggles
- 1-UP Speaks for itself

(All the areas shaded green require night vision goggles)

GROUND LEVEL



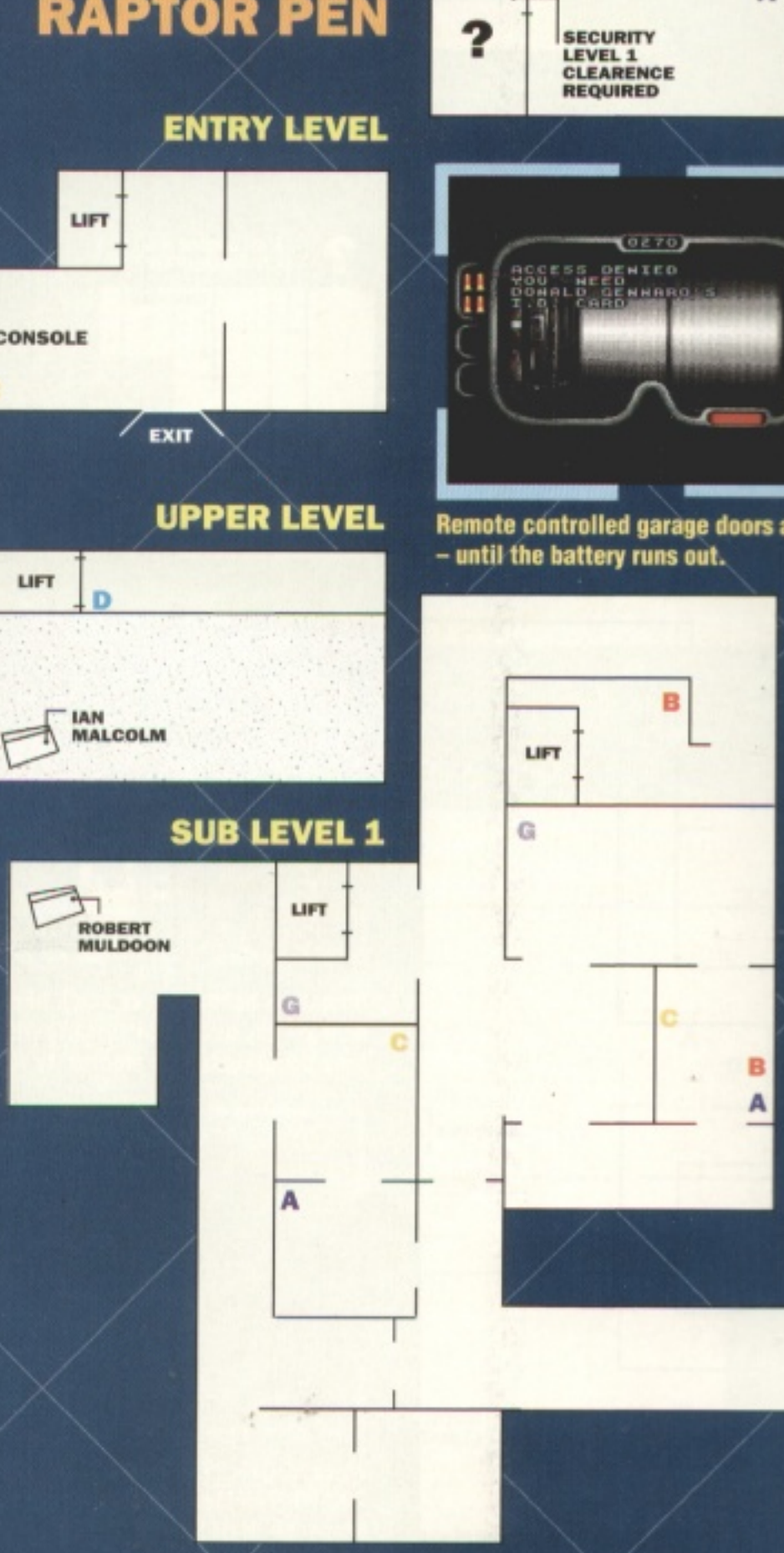
The dinosaurs flocked to hear Ed's heroic tales of adventure.

Some scientists believe that, far from being vicious monsters, dinosaurs were actually quite docile, and could be taught simple tricks if rewarded with bits of other dinosaurs.

ENTRY LEVEL

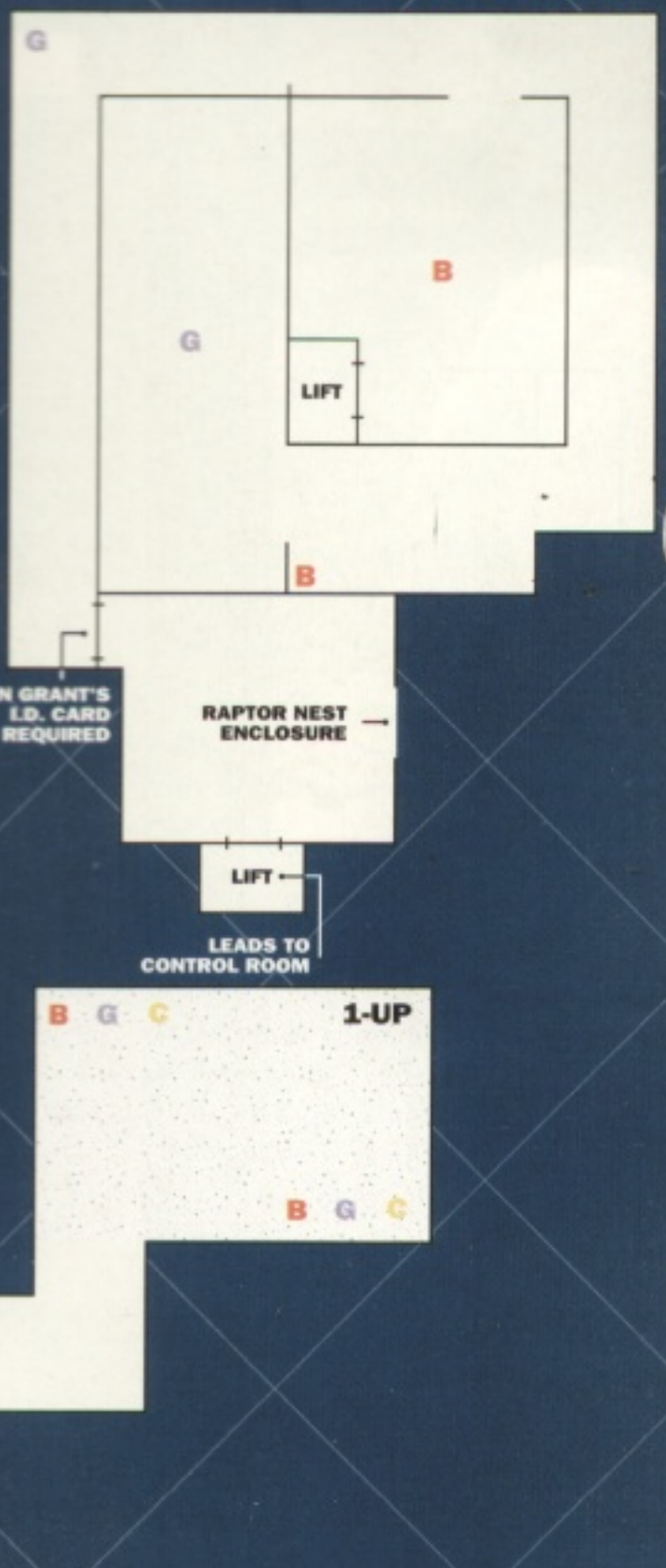
UPPER LEVEL

SUB LEVEL 1



Remote controlled garage doors are fine – until the battery runs out.

SUB LEVEL 2

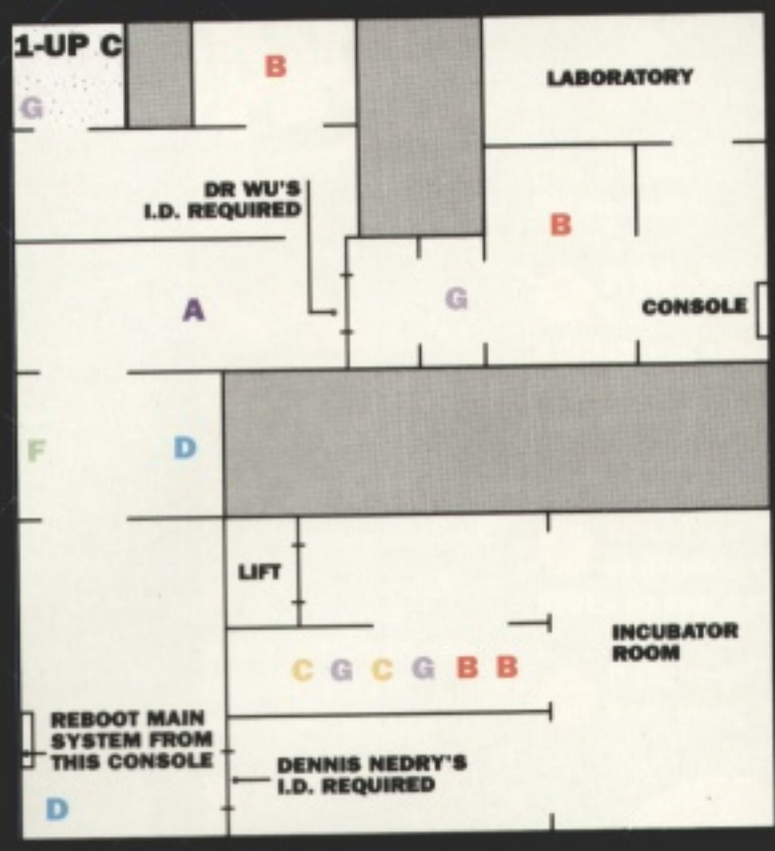


KEY (FOR ALL INTERIORS)

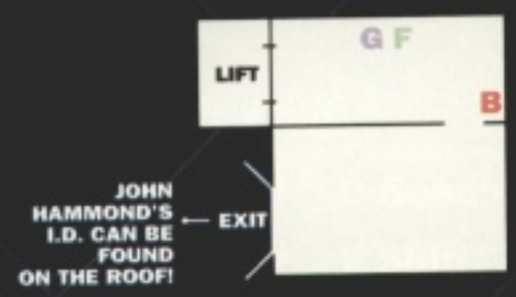
A Chicken leg
B First aid kit
C Gas grenades
D Shotgun ammo
E Tranquillizer darts
F Bolas snare ammo
G Rocket launcher ammo
ID card
Night vision goggles
Speaks for itself
(All the areas shaded green require night vision goggles)

VISITORS CENTRE

FLOOR 1



FLOOR 2 (ROOF LEVEL)



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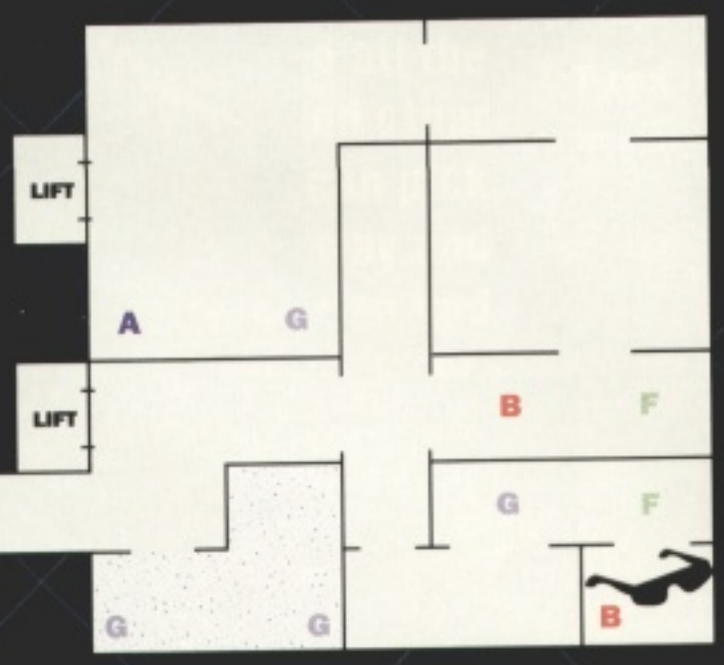
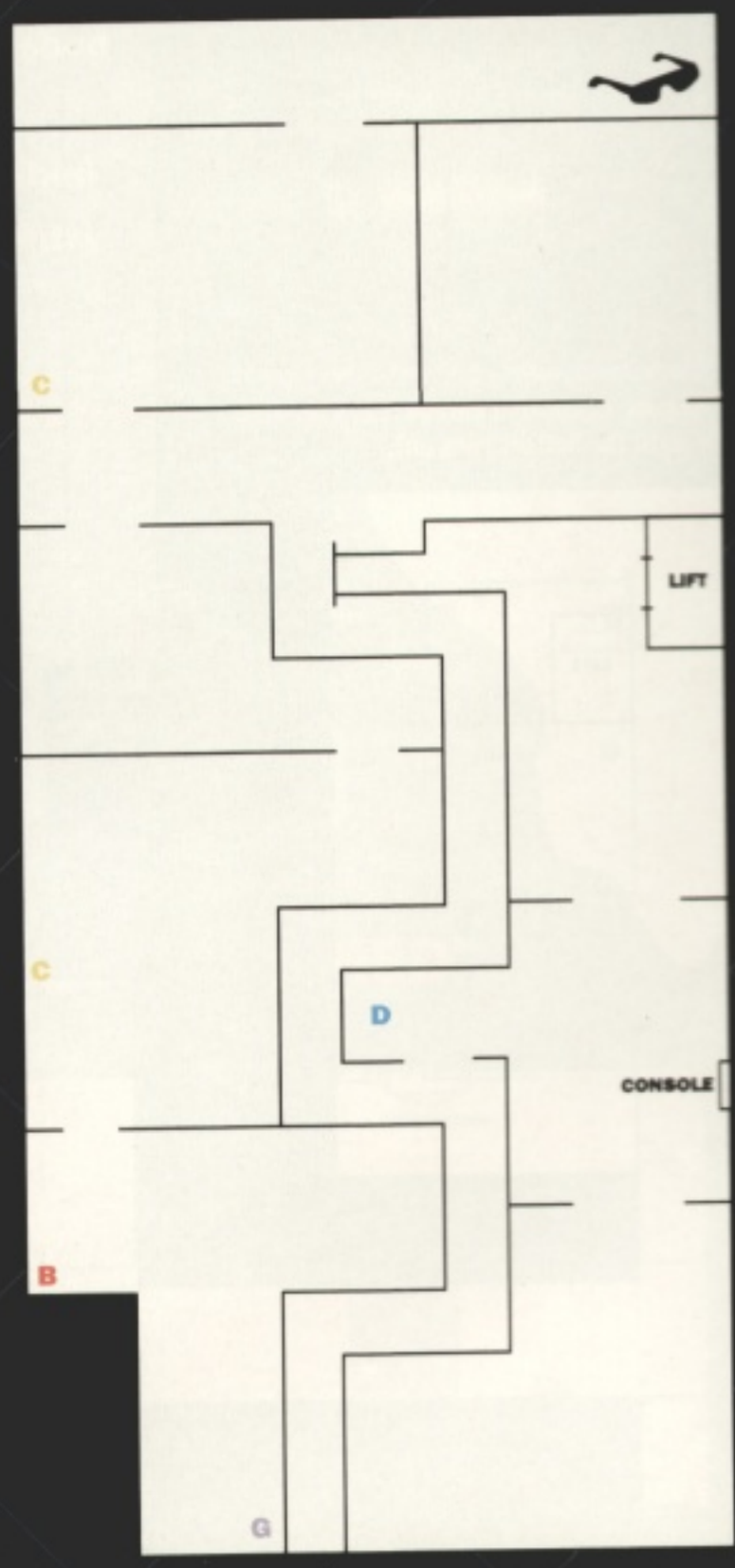


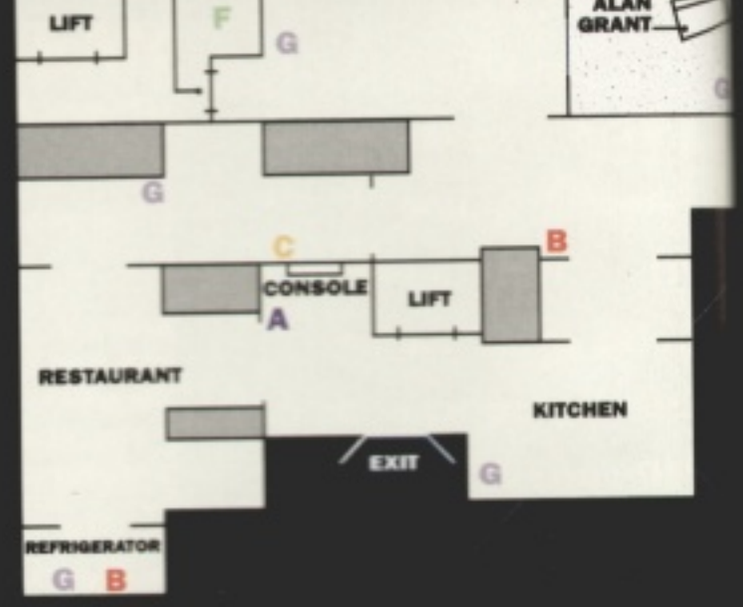
As he walked further and further back into the wardrobe, Nathaniel noticed snow crunching under his feet. The clothes on either side of him had become trees. And his fingers had turned into sausages.

SHIP

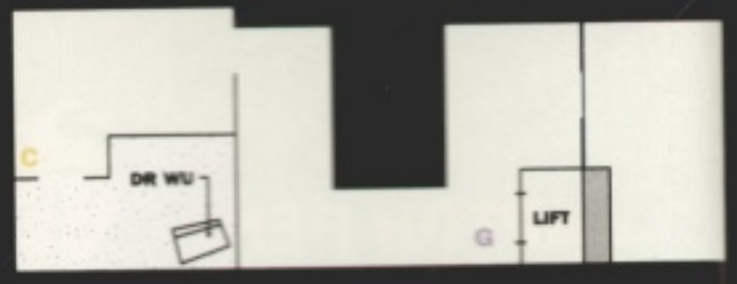
ENTRY LEVEL



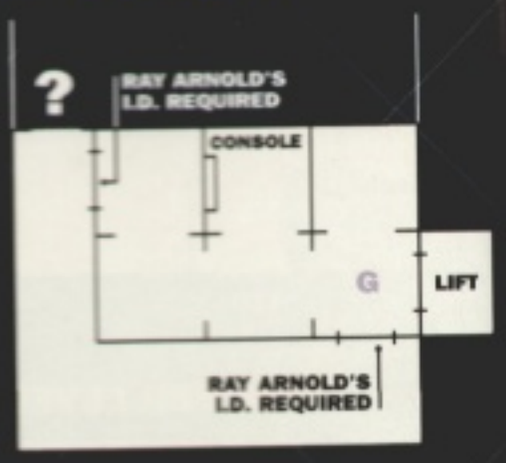
GROUND LEVEL



SUB LEVEL 1



SUB LEVEL 2

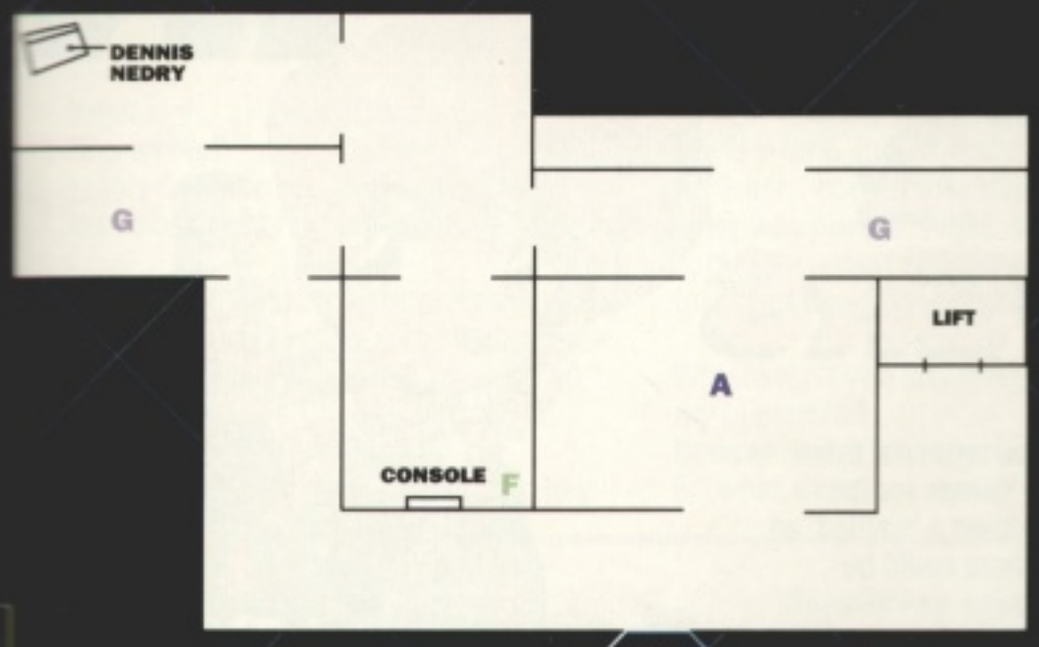


Dinosaurs behaved very much like modern-day birds. Particularly when they congregated on electricity wires.

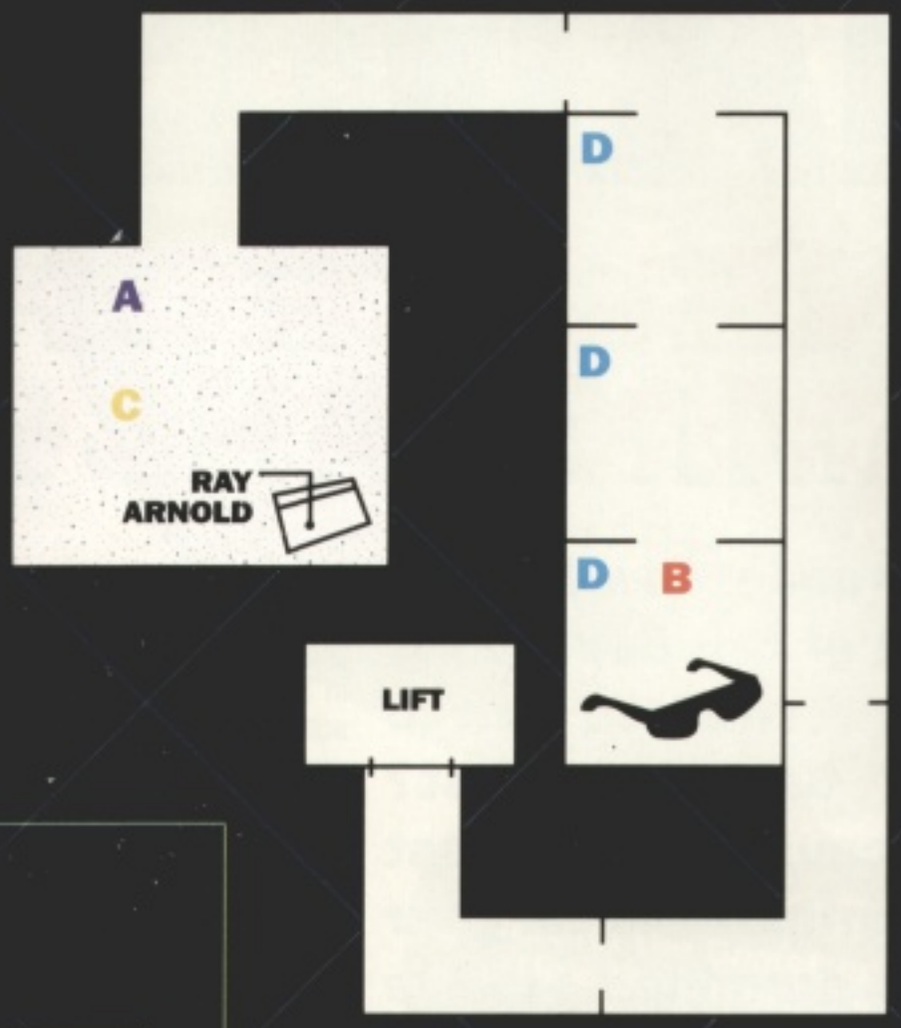
Jumper, £19.99, Benetton. Blouson, £22.99, Top Man. Chiffon scarf, £8.99, Monsoon. Hat, £12.99, M&S.

BEACH UTILITY SHED

BEACH GROUND LEVEL

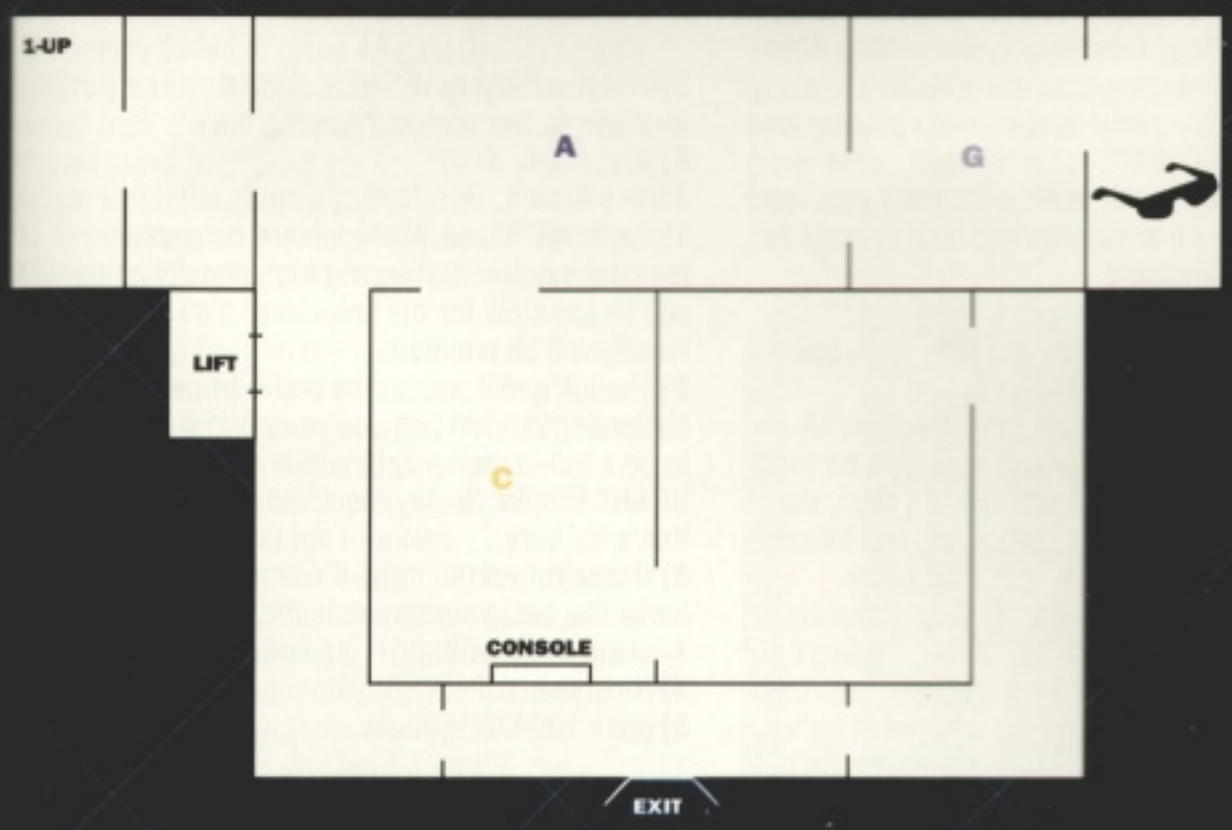


BEACH SUB LEVEL

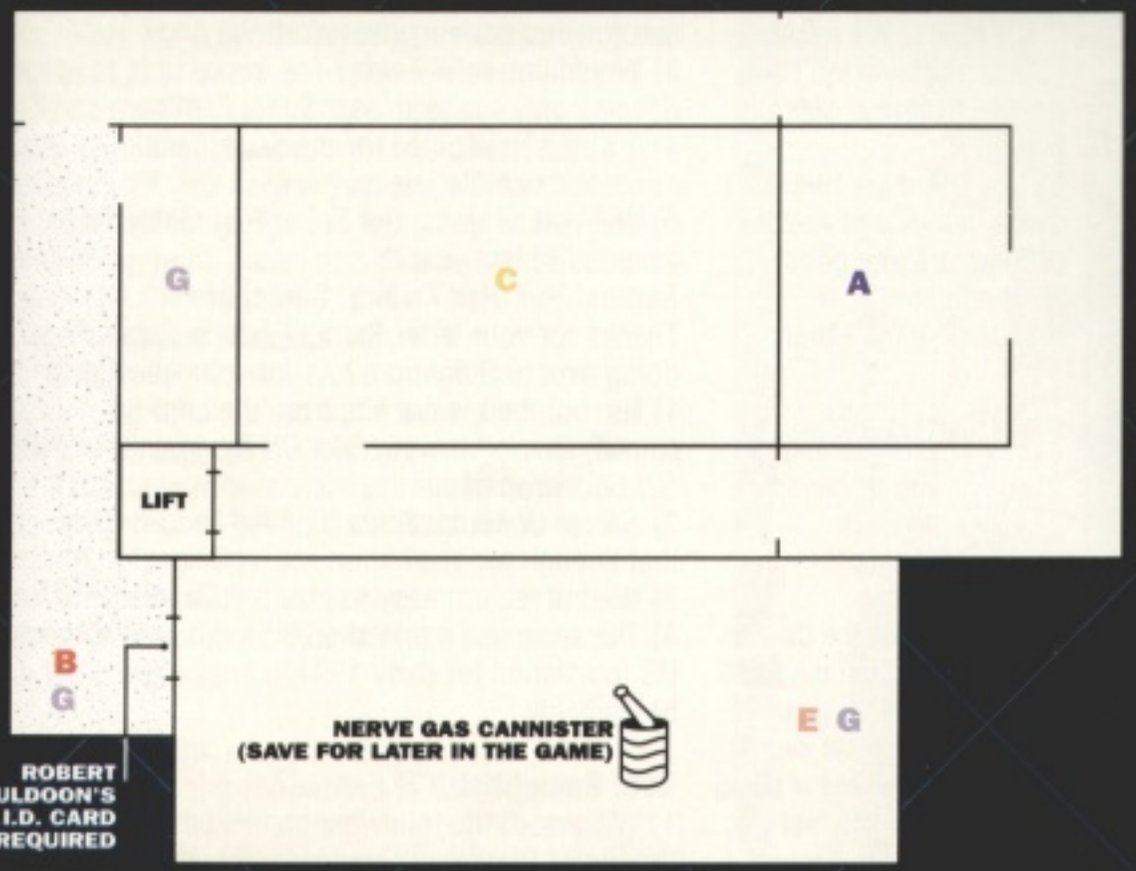


NORTH UTILITY SHED

GROUND LEVEL



NORTH SUB LEVEL



I've really put my foot in it now.

GAMEFREAK

SNES TECH & GAMING ANSWERS

By Jason Brookes

Ever wondered why nine out of ten *Super Play* readers turn to Gamefreak first? Because it's the best antidote to all your gaming grumbles. (*Leave these bits to someone else in future, eh? – Ed.*)

Dear Gamefreak,
I am a 31-year-old housewife and mother and an addicted SNES freak! My favourite games are RPGs. I previously owned a PC and had a Mah Jong game which I played all the time. The PC moved out when my SNES moved in, but I do miss my Mah Jong. I have read that there are Super Famicom Mah Jong cartridges available in Japan but none are imported. Is there anywhere in this country where I can get my hands on one or order one?
Angela Webb, Evesham.
You'd be lucky to pick up one on import, as you say, but as far as we know there are several different Mah Jong games for the Super Famicom. How about putting a 'wanted' ad in Supermarket (page 102) – there could be someone out there with a copy.

Dear Gamefreak,
1) Is there any chance of a SNES conversion of *Darkseed* on the Amiga?
2) What about *Starfox 2*.
3) Why were the bosses' names changed when *Street Fighter II* came to the UK?
4) Now Virgin are doing Nintendo games, will we ever see things like *Speedball 2*, *Quackshot*, *The Terminator* or even *Sonic* on the SNES?
5) Why do black borders appear when playing a game on the UK SNES?
6) Can you tell me if the new *Zelda* game on the Philips CD-i will be any good?
John Rogers, Coventry.
1) No.
2) Yes, it's coming out next year. Split-screen two-player action.
3) For the last time, because M Bison looks and sounds a bit too much like M Tyson, the real boxer, and he can get a bit nasty.
4) *Quackshot* and *Sonic* are Sega games – so no chance of either appearing on the SNES. *Terminator* and *Speedball*? I doubt it.
5) Again for the very last time, because it's a PAL 50Hz display. Don't ask me the technical reasons behind it.
6) No. There are two CD-i *Zelda* games and neither of them are any good – Nintendo aren't responsible for either.

Above: *Zelda* on the CD-i is very different from the SNES game. It's crap, in fact. Left: *Lemmings 2* is due early next year, and is being handled by the original developers, DMA Design.

Dear Gamefreak,
1) Will Project Reality be CD or cartridge-based?
2) Will it be a full-screen machine?
3) When will the next SNES *Zelda* game be out?
4) When is *Lemmings 2* coming out?
5) And *Super SFII*?
James Brown, Romford.
1) Cartridge-based. Nintendo are currently researching and developing high density chips. CD will be too slow for the amount of data Project Reality will be handling.
2) The ink's still wet on the paper from the Nintendo/SGI deal and you're asking if it's going to be a full-screen machine! An imported, er, SCART Project Reality machine will be full-screen, that's for sure.
3) It was rumoured to be Christmas '93, but it now looks like being sometime in '94. Buy *Secret Of Mana* in the meantime – it's fantastic.
4) Next year.
5) June 1994, at a guess.

Dear Gamefreak,
I am a great fan of your magazine and I hope you can answer these questions:
1) Will there be a sequel to *UN Squadron/Area 88*?
2) I am new to the RPG world. Can you recommend some games worth buying?
3) Would you rank *Zelda III* as impossible to judge if it was only available as a Super Famicom cart?
4) *Y's IV* is scheduled for the Super Famicom – any news of a definite release?
5) Will you be doing the *Super Play* Golden Bee awards like last year?
Samuel Hui Dick Kwang, Singapore.
Thanks for your letter Samuel, how's *Super Play* doing over in Singapore? As for your questions:
1) No, but there were bits from the coin-op sequel, *Carrier Airwing* (aka *US Navy*), in the SNES *UN Squadron* game.
2) *Secret Of Mana*, *Zelda III*, *Final Fantasy II*. Is that enough for you?
3) No, but it's not easy to play it in Japanese.
4) The Japanese game should be out now. Expect a US translation for early 1994.
5) Probably.

Dear Gamefreak,
1) Will any of the following games be appearing on the Super Nintendo: *Syndicate*, *Rocket Knight*

Trimmings

Highlights, lowlights and those letters that only ask one half-decent question...

What is the average lifespan of a SNES?
Steven McDonald, Glasgow.
Is this for your 'adaptor liability' insurance policy by any chance?

Oly from Bath is wrong in his translation of what Chun Li says. 'Yatta' in Japanese doesn't mean 'excellent', it means 'I've done it'. Also, on Chun Li's stage the writing is simply the name of the butcher's shop in the background. How do I know? I'm half Japanese, that's how.
Chris Nicholls, Isle Of Man.
We actually told everyone the correct meaning of 'Yatta' way back in one of the first issues. Oly is wrong and he really should have been corrected when his letter was printed. Right, that's sorted then. See Playback this ish for the name of the butcher's shop!

Why haven't you answered any of my questions?
Duncan Jones, County Antrim.
Er, what were they again?

Adventures, Baseball Stars, Viewpoint or *King Of The Monsters 2*?
2) Do you know if Yuzo Koshiro composed the music for *Actraiser 2*?
3) Who, in your expert opinion, is the best game music composer – Kojo Kondo, Tim Follin or Yuzo Koshiro?
4) Who composed the theme music for *Cybernator* and did they do any SNES stuff first?
5) Fantasy Quest in issue 12 said that *Breath Of Fire* is the best RPG you've ever played. Is it really better than *Zelda*? And isn't *Albert Odyssey* better? It sure looks it.
Adam Houlston, Shrewsbury.
1) *Syndicate*'s on its way and *King Of The Monsters 2* is rumoured to be in development.
2) Yes, and it's lovely.
3) Yuzo's the best on the technical side, Tim is easily the best tune writer (although only the *Equinox* music matches his best old Amiga stuff), and Kojo, er... who is this Kojo geezer?
4) Some Japanese bloke who works at NCS. His name escapes me at the moment.
5) That must have been my good friend Onn Lee waxing lyrical about the strengths of Capcom's, so far at least, Japanese-only RPG. To be honest, I don't rate it quite so highly. Give me a decent action RPG any day. (Like *Secret Of Mana*.) Okay, okay, I'll stop going on about it now.

Dear Gamefreak,
Please could you help a poor gamefreak who has no social life and lives in front of the video screen? (*All in a day's work – GF.*) I'm stuck on *Ranma ½ Part Two: Hard Battle*. Could you please print a list of all the characters' and bosses' special moves. I also own an Action Replay cart (it's not as if I need one, I just use it as a converter, honest), and I wondered if you have any codes to help me along in my quest for glory. One last thing: is *F-Zero 2* ever going to be made, and if so when will it be released? Cheers!
Tworne Poobar, Essex Twor...
What is it with these weird names? Every month Gamefreak's full of 'em and I swear that none of them are made up. Well, not by me anyway. All the *Ranma ½* moves were printed in *Super Play* issue 9 (you can get hold of a back issue by turning to page 91), but remember, Mode 7's for that kind of stuff, so try writing in to Dan and he'll surely help you out. *F-Zero 2*? It's just got to be on the cards hasn't it?

Dear Gamefreak,
In your last issue you replied to Ben Boston's question that it was unlikely that a VR headset and system would be released for the SNES. But, whilst reading an imported American mag, *GamePro*, there was an advertisement for a VR headset and system for the Super Nintendo and Mega Drive. Do you have any news on this, or a possible release date over in the UK?
Matthew Prior.
Yes, we had a chuckle about this in the office. To quote the advert, 'Victor Maxx puts the end to the boob tube's stranglehold on the video gaming experience'. Virtual Reality? More like an LCD TV stuck in a plastic hat. Stay tuned for more news on this strange new 'accessory'.

***Breath Of Fire*. Again. Did we really say this was the best RPG yet? No, it was my old mate Onn Lee, actually.**

GOT A PROBLEM?
Then let the Gamefreak know. He's the expert. And he's here to help you. His address is:
Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

DAYDREAMING

Are you still determined to concoct the perfect gaming cocktail? But still hopelessly lacking in any talent, judging from my postbag. Ah well, here we go daydreaming again...

Daniel Gracey, take it away...
'I'd like to see a sort of *Zelda*/*Street Fighter II* thingy. You would run around cities, towns and forests and, on entering a building, players could give each other a good thrashing. Just like that game for the Game Gear – *Axe Battler*, but of course, with far better graphics and sound.'
Axe Battler was a terrible game, Dan. Just like your idea in fact.

K Kingston of Somerset...
'I would like to see an Olympics game on the Super Nintendo, one which contained some of the events that appear on the old classic joystick thrashing games such as *Decathlon*, *Hypersports* or *Daley Thompson's Super Test*.
It could contain digitised screenshots of real athletes doing their stuff. At the moment there isn't an Olympics game.
Actually, US Gold are releasing a Winter Olympics game this Winter.

S Patterson of Belfast...
'I would like to see a conversion of the *Star Wars* trilogy for Nintendo's Project Reality console. It would use the proposed Virtual Reality helmet and be in full motion video. You could choose one of the main characters from any one of the films – including Darth Vader and the Emperor! It would follow the plots of the films closely, but would still allow you to fully interact with the game.
You could fly the X-Wing, Millenium Falcon or even a TIE Fighter, you could do battle with Imperial Storm Troopers or Rebels and have light saber duels with Jedi from each side of the Force. The game would also have several different routes through the game, all rewarded with different endings. What do you think?'
Full motion video? Full interaction? I doubt that ever happening. But the rest sounds good.

Finally, we have John Rogers from Coventry...
'I'd like to see a game set inside a haunted house with a *Dungeon Master*-type perspective. It would have atmospheric graphics and good use of Mode 7, with spooky tunes accompanying the absorbing and frightening gameplay. It would be good for a quick bash on dark Friday nights with only the light of the screen dancing on the quivering lip of the player. (Sorry, I just got carried away there). Well, that's all, and I didn't use the word 'fighter' once.'
A great idea. Have you ever played *Ultima Underworld* on the PC John? Now *that's* scary.

Well, that's enough for this month. Keep on sending your ideas in. You never know, a games company might want to pay you a million pounds for your ideas. Oh, all right, a fiver perhaps. Send your Daydreams to: Daydreaming, Gamefreak, *Super Play*, 30 Monmouth Street, Bath, Avon BA1 2BW.

MODE 7

By Dan Jevons

CALLING ALL CHEATS, CRACKERS, AND GAME FREAKS!

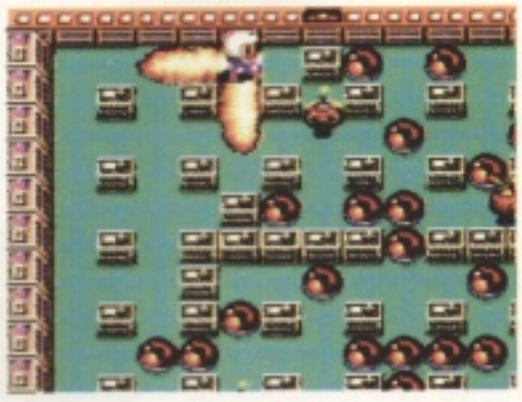
This month we at *Super Play* have again gone overboard to bring you the most informative, comprehensive, up-to-date and in-your-face tips section ever devised in the history of video games! And we're damn proud of it too.

Just feast your eyes on some of the goodies we've got on display over the next few pages and you'll see what I mean: Mode 7 pulls no punches. Just turn to the second instalment of our *SFII Turbo* combos guide and you'll see what I mean.

And, as usual, we couldn't have done it without you! So give yourselves a hearty pat on the back, and keep those letters coming in to: Mode 7, *Super Play*, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW. And hey – you guys are great. You just are.

SUPER BOMBERMAN

(Hudson Soft) *SP*9: 92%



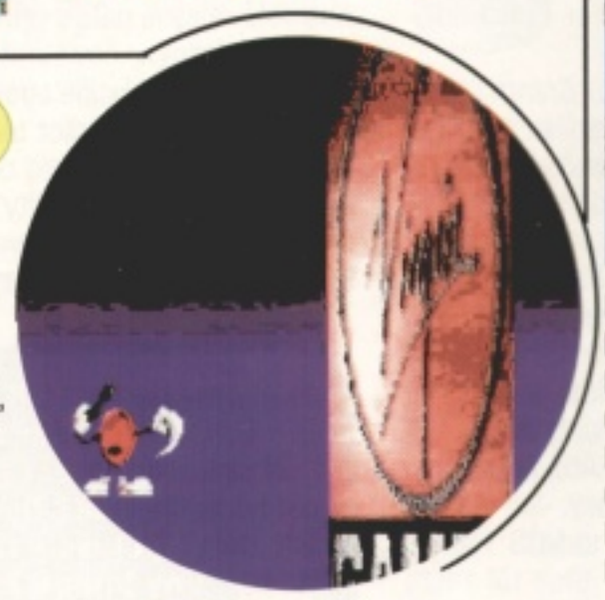
● **Invincibility**
David Yu from Kinmal Bay in Clwyd (which is pronounced like you're clearing your throat) wrote in with this gem of a tip for Hudson Soft's outstanding four-player bomb-'em-up. Start the game on Normal, and as the round begins your Bomberman will be flashing invincible for a few seconds. Place a bomb, and blow yourself up whilst tapping A repeatedly. You should now be able to walk around the whole screen blowing things up, provided you keep tapping the A button. Hmm.

Turn to our review on page 61 for more on multi-player bombing fun.

COOL SPOT

(Virgin) *SP*14: 82%

● **Mess around with the Virgin logo**
When the Virgin logo appears, use pad 1 to move it around the screen, squash it, and stretch it! Another utterly pointless tip, which a certain Ian Crome of Norfolk is responsible for.



Here's that Spot fellow, being cool. Shame you can't stretch *him*, too.

GOOF TROOP

(Capcom) *SP*13: 69%

● **Level codes**
Capcom, man. They're great. And, as this brilliant *Zelda*-esque adventure goes to show, they're not just good at beat-'em-ups either. So here are the level codes, courtesy of Faisal Saifee of Surrey and Philip Brookes of Latchford.

Goofy demonstrates his rope bridge.

Level 2: BANANA/PINK GEM/CHERRIES/ BANANA/CHERRIES
Level 3: CHERRIES/PINK GEM/GREEN GEM/CHERRIES/BANANA
Level 4: RED GEM/CHERRIES/GREEN GEM/GREEN GEM/PINK GEM
Level 5: BANANA/CHERRIGREEN GEMNA
But it's so easy you won't need them, right?

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Sorry, readers, it seems I'm a bit strapped for words this month – what with the National Computer Games Championship keeping me busy (by the time you read this it'll all be over and the winner announced). So enough banter and I'll get straight down to it.

READERS SOLUTIONS

Listen up P Lipscombe of Middlesex, I have a solution for your *Shadowrun* problem, but it's much too long to print here. And (although I don't usually do this, and I'm not going to make a habit of it, either) I'd like you to send an sae to Ask Allan and I'll pop it in the post for you. Thanks to J Cusworth, R Zunick and everyone else who took the time and effort to reply. Cheers!

QUESTIONS ANSWERED

● **Dear Allen,**
How do I get to the Tower of Hera in *Zelda III*, and where is the Magical Hammer?
John Rogers, Coventry.

Allan says:
The answer lies not in the caves, but in the Dark World. Use the transporter tile to enter the Dark World, then go UP and LEFT and stand on the diamond shape on the floor and use your mirror. Et voila! Now just go UP and you're there.

The Magical Hammer is located in the first dungeon of the Dark World. After running across the collapsing walkway on floor 1F, unlock the door on the left and enter the unilluminated room. Work your way round the maze of small ledges, slaying the fire-breathing creatures and collecting the treasure (you'll find another key, too). If you examine the right-hand wall you'll find a cracked point where a bomb will create a handy passage. On the other side is a ledge near the aforementioned walkway, where a chest holds the Magical Hammer you seek. Try it out on the previously-invulnerable shelled creatures you meet later in the dungeon.

Dear Allan,
In *Mortal Kombat*, is there a cheat to get blood?
D Spiro, London.

Allan says:
This is going to become the new big SNES cheat question. It's out with 'I want to control the bosses' and in with 'How do you get blood?' Aaaaaaaaargh. I can't take it any longer. No, No... NO!

Dear Allan,
I'm stuck on Mac's ship in *Final Fantasy Mystic Quest*, can you help?
Robert Owen, Lincoln.

With the gloves from the Desert Palace you can lift these rocks at the entrance.

MORTAL KOMBAT

(Acclaim) *SP*11:81%

- **Perform missile-firing special moves at the press of a button**
- **Spike your enemy**

With the advent of Mortal Monday, it seems you lot have gone *Kombat* crazy. And while the game may, indeed, not be able to hold a candle to *SFII Turbo*, there's room enough in anyone's collection for both of them. So, here are a couple of ace *Mortal Kombat* tips for you.

1. Marc Jones of Warley has uncovered how to perform a special move at the press of a button. Wait until the timer is about to run out, then quickly perform the actions for the move so as to have your character in mid-action when the timer runs out (it can't be a draw). When the next round begins, you can just push the button that activates that move without having to perform the joypad movements. Uncanny! However, this only keeps working until you move from your starting position.

2. In the pit, when you have a chance to finish your opponent, instead of performing your fatality move, try an Uppercut. The poor blighter will fly up into the air and land rather unfortunately (and messily) on the spikes below. Ha ha ha!

Some people have insisted that a shadow needs to fall across the moon before the trick to face the Reptile will succeed. We've never had any trouble getting it to work – though, admittedly, we haven't bothered too often. He's rubbish.

Having beaten your opponent to a soft blancmange-like consistency, press DOWN and High Punch for a powerful Uppercut. The screen will track their fall to the spikes below, all in gloriously bloodless, realism-free *Safe-o-Vision*.

BLAZING SKIES

(Namco) *SP*2: 71%

- **Become Marcel LeBlanc with full everything**

Now Marcel's fighting fit.

To achieve this tasty little skill booster on Namco's decidedly average fly-'em-up, simply go to the starting screen, press and hold DOWN, L button and R button, then access the password screen. 'Go to the end', says Ian Panter, 'And you'll have Marcel LeBlanc with everything full'. Muchas gracias Ian, and I'm glad you liked the *Super Play* T-shirt!

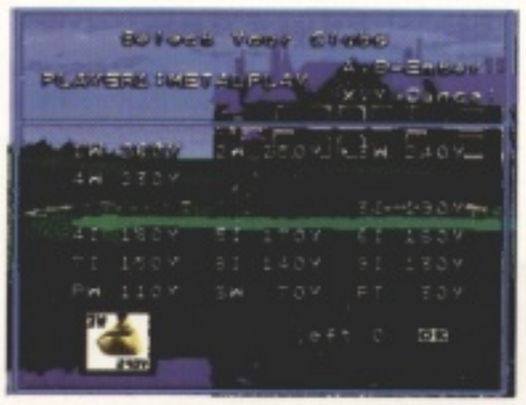
HOLE IN ONE GOLF

HAL

- **Get a special set of golf clubs**

To obtain a special set of clubs, just enter your name as METALPLAY. What could be easier. Ta to Simon Coates of Leeds.

It may have been around for a bit, but it's still a pretty good golf game.



Wow! Look at the size of that! Rash (the green one) deals out his special move.

BATTLETOADS IN BATTLEMANIACS

(Tradewest) *SP*11: 80%

- **Five lives**
- **Five continues**

Wait until the Tradewest logo appears and the title screen comes up, then press and hold A, B and DOWN. Whilst holding these press START and you should be bestowed with extra lives and continues. You can tell if it's worked, because the Battletoads flag quickly blinks red on the next screen.

SFII TURBO

(Capcom) *SP*11: 96%

- **Choose your colour**

If you want to choose the colour your character's going to fight, here's how. When selecting your World Warrior, if you press START, you get to play in normal *SFII* colours, whereas, if you press a button (A, B, X, Y, etc) you deck out in *Champion/Turbo* colours, depending on what game setting you're playing.

Fashion ain't what it was.

Allan says:
The captain is at the bow of the ship, but to reach him you'll need to move a few barrels so you can climb the mast and travel across the yardarm. Yo ho ho and a bottle of rum, etc.

Dear Allan,
I can't find Reptile on *Mortal Kombat*, where is he?
Somebody, Somewhere.

Allan says:
On the pit scene score a double flawless plus finishing move and you will fight Reptile at the bottom of the pit. This works on the arcade version too.

Dear Allan,
In *Mario All Stars* (*The Lost Levels*) on level 7.4 I go onto the roof, but get stuck once I reach Bowser because I'm trapped on the roof. What should I do?
Neil Rolins, London.

Allan says:
Simple, don't go on the roof!

Dear Allan,
Where is the Blue Pendant in *Zelda 3*. I have searched the Desert Palace but I can't find it anywhere.
Maria Halliday, Essex.

You'll have to check all the doors to find your way out to the boss.

Allan says:
Get the gloves in the Desert Palace and then go out the left exit and walk around the back of the Palace to find another entrance to the second section. Inside lies the Blue Pendant guarded by the evil boss.

Dear Allan,
I'm stuck on *Mario All Stars* on *Mario 3*, Level 8. I can't get out of the mini fortress, how do you do it?
Paul Rumens, Bexleyheath.

Allan says:
If I remember correctly, it's the level with loads of doors, right?

Unfortunately, this means that you are left with a trial and error situation. The only way to get out is to check each and every door and, eventually, you will find the one that leads to the boss. I hope that was of some help to you!

Dear Allan,
I was wondering if you could help me with *Super Adventure Island*. A level select, perhaps?
Jonathan Tribbick, East Anglia.

Allan says:
Sure, mate. Wait for the storyboard to come up, then push START. After the second title screen appears, hold down L, X, RIGHT, and press START!

ONE LAST WORD

I will very rarely admit defeat, but my brother and I recently went up against Gaz 'n' Gav, or should that be Gav 'n' Nathan or is it Gaz 'n' Nathan?

Anyway, whoever they are, apart from denying me the right to play on speed 8 on Turbo mode (which could easily have swung the match in our favour), we were unduly beaten by the Bath Spa supremos.

Well done lads!

If you've got a game problem, share it with Allan. He'll shoulder your burden with a smile, a song and a solution.
Write to him at:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.
He's waiting for you...

SUPER MARIO WORLD

(Nintendo) *SP*2: 94%

- **The 97th level – honest!**
- **Get lives quickly**

Those Mode 7 frequenters, the Lemon Brothers are back in force, this time they've solved the mystery of the 97th *Super Mario World* level once and for all. Yes, it's true – using an Action Replay these incredible game hackers from Worthing have found a real, viable 97th level hidden within the game codes, and its not a glitch either.

First enter the code 7E0DD501, to let Mario walk through the levels he hasn't completed. Start the game (on a fresh save) and head straight for Yoshi's Island 2 (the level to the right of where you start).

Have you ever tried eating a sugar-coated doughnut without licking your lips? Impossible, isn't it?

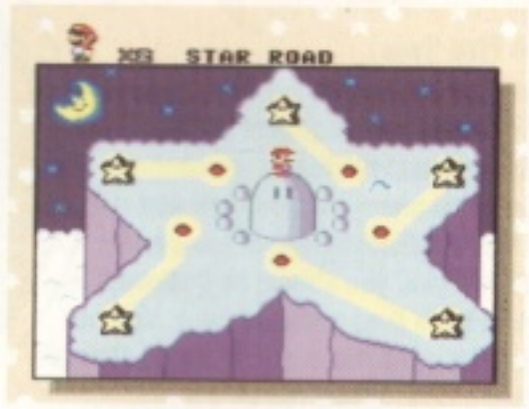
Once there, switch on the AR and you'll find that Mario will start walking over the levels he hasn't even done, and will come to a stop at the top secret area. Switch off the AR and complete the nearby Donut Plains Ghost House to save your position. Once saved, reset your SNES and enter a new AR code: 7E0DD502.

Continue on the saved game and travel to Donut Plains Level 1. Once there switch on the AR and Mario will travel to the Star Road. Switch off the AR, move to the Donut Plains Secret Ghost House, enter it and kill the big boss Ghost to get access to the Star World portal. From here you should warp to the Star World.

Once at the Star World, switch the AR on. When you stop walking move to the next red dot and re-activate the AR. Keep doing this to work your way around to the bottom right-hand corner. Once there, switch off the AR and go to the last red dot (Star World 5). Switch the AR on again and you'll climb onto the top of the mound in the centre of the Star. Now switch the AR off and you're ready to enter level 97!

There are two parts to it, an intro with a starry background and a No-Yoshi sign, then the level itself which consists of the word 'Test' spelt out in special blocks and an arrow pointing to a gap at the end. The Lemon Bros also reckon that there's a way of accessing four new levels from this stage (bringing the total number of levels up to 101), but they've not told me how.

Finally, it seems that Andy Jones' endless lives cheat in *SP*13 isn't as useless as it first seemed. Climb onto a Yoshi, hit a power-up block then eat a red berry at exactly the same time you collect the power-up. Lo! The screen will freeze and your coin total will shoot up. However, whereas before we all thought this jammed the game, James Martin of Woolwich enlightened us by saying: 'If you've already completed the level you can press START and then SELECT to return to the map screen with 99 lives.'



The Star Road is shaped like – yes! – a star, just so you can't miss it.

BOB

(Electronic Arts) *SP*8: 54%

- **Power-up**

Not content with supplying you with the level codes for this zany platformer (in the October 1993 issue), Mode 7 now goes one step further to give you total arms superiority too, ie full weapons and nine remotes. All you have to do is enter the code 196420 on the continue screen, and, despite the fact that the computer will laugh at you and inform you that it's an invalid code, when you start playing you'll be as hard as concrete.

Our thanks must go to Simon Blake of Streatham for sending us this devilishly superior cheat.

BOB's looking a little surprised to find he's now as tough as nails.

SUPER WIDGET

(Atlus) *SP*12: 54%

- **Level codes**

In Phil Brookes' own words 'A simplistic, repetitive, American platformer'. But what the hey, it's still quite fun.

Level 2 – JHKBRR (BLUE BEACH)

Based on an American cartoon series, *Widget* is really one for the younger player out there.

Level 3 – WKRLWR (WONDERLAND)
Level 4 – JKLMRW (VOLCANO)
Level 5 – WBJHFW (MOON)
Level 6 – JBJBHR (RACHET'S CASTLE)
Level 7 – WJRSHF (AQUA PLANET)
Level 8 – JJJMHH (GIANT PLANET)
Level 9 – WSJHKL (SEVEN COLOURS PLANET)
Level 10 – JSJBKL (PLANET DWARF)
Level 11 – WLJSKL (HOME PLANET)
Level 12 – JLWWBL (FILM FLAN)

ALIEN³

(Acclaim) *SP*9: 84%

- **Invincibility**
- **Damage control**
- **Unlimited weapons**

It seems that the invincibility cheat we printed in *SP*12 was only the tip of the iceberg. Whilst playing, at any time press (In order) A, B, Y, X on controller 2, then either A for invincibility, B for damage or X for unlimited weapons on controller 1. Brilliant game, brilliant cheat.

Ripley lets rip with no danger of getting beaten – she's invincible!

ACTION REPLAY CODES

Lights, camera, action! Yes, hackers, it's time to get down with the world's favourite gaming gadget once more – Datel's indefatigable Action Replay.

SUPER MARIO ALL STARS (UK)

SUPER MARIO 1 AND THE LOST LEVELS
7E07 5A05 – Infinite lives for player 1 and 2
7E07 AF(xx) – Invincibility (xx) is the speed of flashing

SUPER MARIO 2 (US)
7E04 EE05 – Infinite lives for Mario and Luigi
7E04 EE06 – Infinite lives for Toad and Daisy
7E04 E130 – Invincibility

SUPER MARIO 3
7E07 3605 – Infinite lives player 1
7E07 3705 – Infinite lives player 2

7E00 BB0(x) – Become a character, where (x) is 0 to 7

COOL SPOT
7E00 D264 – 100% cool points – disable the AR at the end of the level (unless you want a really big score)
7E00 D403 – Infinite lives
7E00 D007 – Enemies won't harm you

SUPER MARIO WORLD
7E0D E501 – Lakito man appears on the map screen
7E0D E502 – Birdies on map screen

MORTAL KOMBAT
7E04 BD58 – All three codes
7E04 C158 together give player 1
7E04 B9A1 infinite energy

7E04 BBA1 – All three codes
7E04 BF58 together give player 2
7E0F C358 infinite energy

7E03 B023 – Fight in slow motion

Keep sending in those codes to the Mode 7 address you'll find in the box at the end of this page.

This icy level is very seasonal, except that we don't tend to see a massive amount of snow around these parts in the Winter any more. I haven't used my sledge since I was about 12. Sob.

SUPER TURRICAN

(Seika) *SP*10: 80%

- **Level skip**

Whilst in play, pause the game (by pressing START), then press RIGHT, LEFT, DOWN, RIGHT, A and START again. You will hear music and then you'll move on to the next level. And the cool thing is, you can do it as often as you like.

THAT'S ALL FOLKS!

Send your tips and cheats to: Mode7, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

Street Fighter II Turbo

Combo Guide (Part Two)

It's no use just flailing away at the foe. Plan your attacks and remember that the blocking move is useful too.

(Capcom)

Welcome, street fighters to the second part of Mode 7's *SFII Turbo* combo guide. The *Turbo* booklet (attached to issue 12) was just for beginners, this is for the real experts. Last month we explained exactly what a combo is, and told you how to use them, this month we exclusively reveal the best (ie the most powerful and consistent) combination attacks for all 12 World Warriors, as well as adding a few secret pointers besides. Novices need not apply...

Ryu and Ken (Japan and US)

Combo 1 – Flying Roundhouse (aimed at the back of your opponent's head) then Fierce Punch/Fierce Dragon Punch two-in-one. (Three hits Ryu, or four hits Ken vs large opponents.)

Aha. A Fierce Punch, indeed...

...followed by a nasty Dragon...

...culminating in a violently unpleasant Fireball to his soft bits.

Combo 2 – Flying Fierce Punch then Standing Fierce Uppercut/Fierce Fireball two-in-one. (Three hits.)

Above: You can't beat a Fierce Kick in the face.

Left: Unless you try out a Fierce Punch straight after it, like this.

And a Dragon Punch is just what's needed to finish off the wily Spaniard.

Pro Tips

1. You can use the brief moment of invincibility on Ryu's Hurricane Kick as a powerful Dragon Punch alternative. When an opponent jumps at you, wait until they're just about to strike then execute the Kick – your foe will appear to fall through and receive a hefty boot in the chops for some serious damage.

2. When Ryu/Ken are knocked down, you can time a Dragon Punch to kick in the micro-second they get up again. Begin the motion when you are on your back and complete it the minute you get to your feet. No more cheap loops!

Get ready with that Hurricane Kick. You can use it instead of a Dragon Punch.

There you go. Guile gets his face beaten repeatedly by the soles of Ryu's feet.

E Honda (Japan)

Combo 1 – Flying Belly Flop (aimed at the back of your opponent's head) then Roundhouse Kick, then Hundred Hand Slap. (Variable – energise the Slap the moment you throw the Roundhouse.)

Honda's Belly Flop is just the start...

...get that big Kick in as soon as you like (Blanka shouldn't be able to block it).

And follow up by slapping the green off him. That's it, Honda. Give him a knock!

Combo 2 – Flying Fierce Punch (aimed at the back of your opponent's head) then Strong Punch, then Hundred Hand Slap. (Variable hits – energise Slap whilst in air.)

Those chubby arms can hurt...

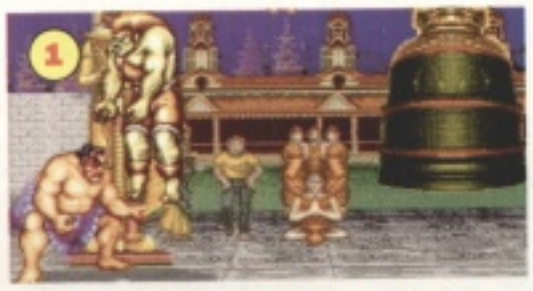
...and they're versatile as well.

But there's nothing like the Hundred Hand Slap to knock out your foes. Aah, lovely.

Pro Tips

1. Make full use of the brief period of invincibility that comes with E Honda's Sumo Torpedo. It acts as a good Dragon Punch alternative. When an opponent jumps towards you, wait until they are about to strike, then perform a Jab Button Torpedo. Their attack will pass through you, and you'll nail them with the Torpedo.

2. Watch out! E Honda's Hundred Hand Slap can be stopped dead in *Turbo* with a Crouching Jab.



Wait until your enemy has launched a full scale attack on you, then prepare for a Sumo Torpedo. Be patient, grasshopper.

Got him! Timing is the key to *Street Fighter II Turbo*. If you've got that, you'll win every time. Well, nearly.

Blanka (Brazil)

Combo 1 – Flying Fierce then Forward Kick/Cannonball Roll two-in-one (or Vertical Cannonball two-in-one). (Three hits – charge Cannonball whilst in air.)

A Fierce Punch is always a good start.

If you can, get a Roll in there as well.

Combo 2 – Flying Fierce then Thunder Storm. (Variable hits – energise Thunder Storm whilst in air.)

Blanka's really fast, and is incredibly strong, so use his speed to attack.

When in doubt, hammer Strong Punch and laugh as your opponent fries.

Pro Tips

1. Blanka's Crouching Fierce Punch can now be used to either nullify an enemy's Fireball or trade hits one for one (providing you are within range).

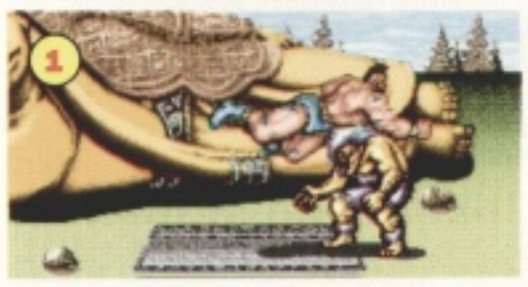
2. A favourite tactic of mine is to perform a Jab Button Roll whilst energising a Thunder Storm. This usually psyches out the enemy, and tricks them into using their special techniques (Flash Kick, Dragon Punch, etc), only to fall back down to earth into your electricity.

How about rolling into the opponent, then, when he's still recovering...

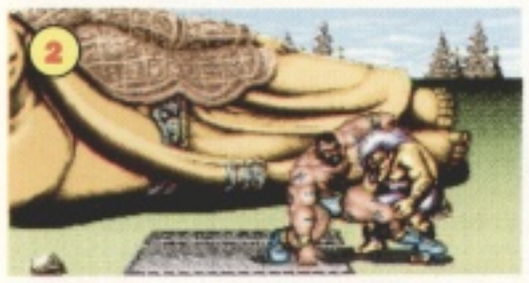
...giving him the X-ray of a lifetime. This won't work against the really fast bods.

Zangief (Russia)

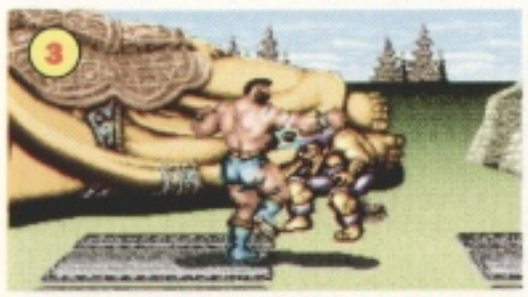
Combo 1 – Flying Body Splash then Crouching Short then Turbo Spinning Clothesline. (Three hits – as soon as the short strikes tap all three kick buttons.)



You can't beat a decent Body Splash from the oversized Russian with the seriously retro haircut, can you?

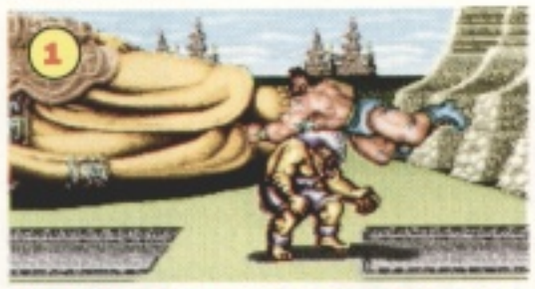


That kick is much more powerful than it looks. It's very difficult to see it coming and block, so you always get hurt.

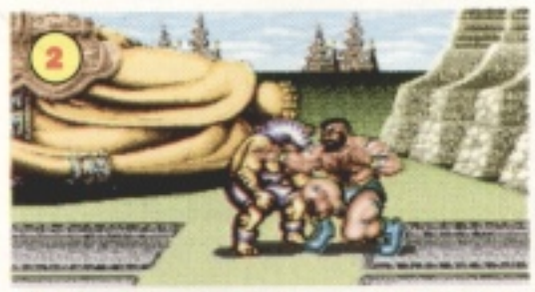


And to finish off with a lovely Clothesline manoeuvre. Perfect. Or it would be if your opponent hadn't hit you at all.

Combo 2 – Flying Body Splash then two Crouching Jabs then one Standing Jab/Spinning Piledriver two-in-one. (Five hits – considered a cheap combo – so use it wisely.)

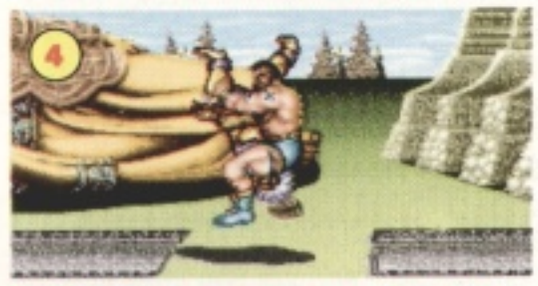


Yep, it's another of those large Splashes. They're very useful, they are. Blockable, but your foe will be at a disadvantage.



And these little Jabs are not that deadly, but they really annoy the hell out of the opposition, and deny them an attack.

Punch once more and get ready to launch into something exceedingly painful. Yes, it's that Russian fave, the Piledriver.



And here it is. The nastiest thing Zangief can do, apart from stealing your power cables and pouring water into your SNES.

Pro Tips

1. There are two methods of performing the Spinning Piledriver. Use either a) TOWARD, DOWN-TOWARD, DOWN, DOWN-BACK, BACK, UP-BACK and any Punch, or b) TOWARD, DOWN-TOWARD, DOWN, DOWN-BACK, BACK then TOWARD again and any Punch. Method b) is relatively unknown and is by far the easiest.

2. Using method (b) you can put into effect Zangief's deadly strategy. Use a Turbo Spinning Clothesline to get close to your opponent then, as you spin, perform the action for a Spinning Piledriver, completing it the moment you stop spinning.

Above: Practise method b) of Piledriving. It's much easier.

Right: This is the great moment when the pain starts!

Chun Li (China)

Combo 1 – Flying Fierce Punch then Standing Fierce Punch, then Hundred Foot Kick. (Variable – start energising the Kick the moment you throw the Fierce.)

Chun Li's Flying Punch is very effective. It's like Blanka's, where you fly in and slap the head of the bad guy rapidly.

And her Standing Fierce Punch is pretty good. She uses both fists, too.

What better way to defeat a baddy than with the Hundred Foot Kick? It'll usually finish him off satisfyingly.

Pro Tips

1. There is a much easier way of performing Chun Li's aerial Whirlwind Kick than bouncing off the wall. Charge DOWN, then press UP. Wait for a fraction of a second after you press UP, then hit any Kick button. If you time it just right, you'll grab enough air to pass over any Fireball attacks.

2. Perform a Jab Fireball from a distance (preferably on a stunned opponent) and run after it. Trail the Fireball as it hits the enemy, then perform a Fierce Punch for a seemingly impossible two-in-one.

3. Chun Li is one of the few characters to have a move that is guaranteed to hit an opponent as they get back on their feet. Knock your enemy down, and as they bounce for the second time, stand close, then press TOWARDS and Roundhouse Kick to perform a Head Press. If you time it right, Chun Li's feet will seem to pass through the floor and you'll hit the enemy low. Very sneaky.

Why not unleash a Fireball on the unsuspecting foe? It's quick, neat and easy to do!

And follow it up with a hefty Kick.

Get ready to kick with all your might. Zangief doesn't stand a chance.

Dhalsim (India)

Combo 1 – Crouching Short Kick or Jab Punch/Yoga Fire or Flame two-in-one.

Teleport to get close to your opponent. Then, before he can react, get a Kick or, better still, a heavy Punch in.

And, if you've still got the advantage, blow some Yoga Fire over him. Don't move in, but plan a big Kick.

Pro Tips

1. Dhalsim's Teleport manoeuvre is the key to keeping him in the game these days. He can disappear and reappear in four different locations, all controlled by joypad manoeuvres. If you want to appear in front of your opponent, use a reverse Dragon Punch movement (ie BACK, DOWN, DOWN-BACK) then either all three Punch buttons to materialise close to them or all three Kick buttons to appear far from them. If you want to appear behind your opponent use a normal Dragon Punch manoeuvre (TOWARD, DOWN, DOWN-TOWARD), followed by all three Punch buttons to

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STREET FIGHTER II TURBO

appear close or all three Kick buttons to appear far.

2. Dhalsim has new weaknesses in *Turbo*. His stretchy arms and legs can be hit, while Ryu or Ken's Hurricane Kick can pass over his Yoga Fire. On the plus side, Dhalsim can counter an aerial attack with a simple Standing Jab.

3. Throw a Yoga Fireball from a distance, and immediately Teleport behind them. If they block, they'll be frozen for a second, letting you sneak in an easy throw.

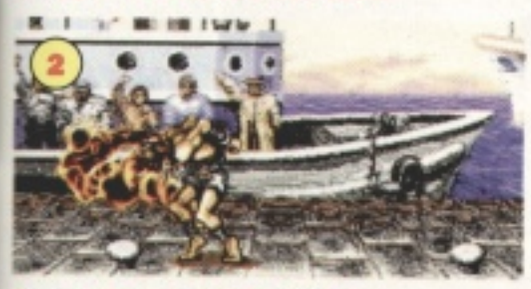
With Dhalsim, always be ready for the Throw. It's a sneaky trick, but works more than you'd expect. So use it.

Remember, Dhalsim's not too disastrous close up. His Nugies are always a safe bet if you're in real trouble, too.

Guile (US)

Combo 1 – Jab Sonic Boom (from a distance) then Flying Fierce Punch then Standing Fierce Uppercut/Sonic Boom two-in-one, then Fierce Backhand. (Five hits – devastating a stunned opponent. The key is in the timing of the two-in-one. Remove the starting Jab Sonic Boom to use in ordinary combat.)

Of course, the classic Sonic Boom. It's a nice idea to start all Guile's attacks with one, just to confuse the issue.



Ooops. Dhalsim's Teleport has completely foxed Guile. How did this picture get in here? It should show Guile doing a Fierce Punch.

That's better. An Uppercut to Dhalsim's head will teach him a lesson.

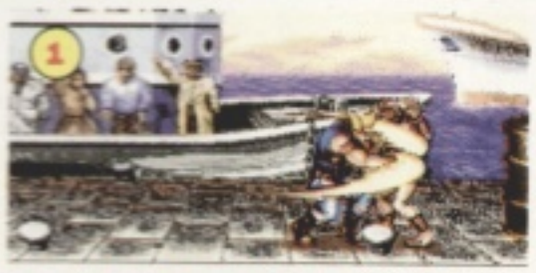
Quickly followed up by another Sonic Boom, indeed. Very powerful is Guile.

Pro Tips

1. Watch out! Guile's Fierce Back Fist is now harder to use and can be stopped with a Jab.

2. Make full use of Guile's Dashing Knee attack. Couple it with a Sonic Boom or Fierce for two unblockable hits, or use it to strike a hit after a Fireball/Sonic Boom stand off.

3. As before, an animation frame of invincibility has been built into Guile's Flash Kick. Use it to nail Fireball throwers.



Guile's speedy Punches are virtually unbeatable in close. Use the Back Fist...

...like this to knock sense out of any opponent. It's just so *fast*, as well.

And why not finish off with a Dashing Knee attack? Perfect to end the bout.

That's It!

Next month I'll conclude with the final four boss characters and some general pointers that no street fighter should be without. Until then – don't fake a funk on a nasty dunk, as they say. (*Eh? – Ed.*)

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JIMMY CONNORS' PRO TENNIS TOUR

We gave *Jimmy Connors' Pro Tennis Tour* 88% in issue 5 and called it 'A really great tennis game that simply begs to be played'. Be warned, though, we've had a little trouble getting hold of enough copies to send out, but all orders will be honoured!

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PLAY BACK

HYPER EXCITING READER'S VOICE

This month in Play Back: the price of – yes! – games; *Super Play*'s barcode investigated; Chun Li's family history explored to new levels of tedium; those signs in the background of *Street Fighter II* again; will *Transformers* be any good?; your inventions; hands on *Super Street Fighter II*; and much more.

'9 770966 619028'

The other day I got out my collection of *Super Play*s and was looking back at the 13 issues.

Super Play has gone through a lot of changes over the first 13 issues. The barcode started on issue 1 as 9 770966 619004. It changed for issue 6 and became 9 770966 619011, and then it changed once more for issue 13 and became 9 770966 619028.

Issue 1 was only 98 pages but was still selling well. The free gift and the feature on the Super Nintendo made it popular throughout the UK. Issue 1 taught Super Nintendo owners how to write a letter to Play Back. The subscription offer was giving away *Akira* and persuaded many people, like myself, to subscribe to 14 months of *Super Play*.

The second issue 'stripped' *Zelda III*. It was very popular because my letter was printed in Play Back. The third issue gave away a 1993 year planner and poster. Christmas had arrived. The Christmas issue told of the first Future Entertainment Show and had a very popular CD-ROM special. The New Year brought the Interesting-O-Meter and Kindly Leave the Stage to Play Back. Live from Hell City became a popular section. Multi-player Heaven in issue 5, and the *Super Play* T-shirt was finally available in Superstore. Envelope Art made it to issue 5, and the Datebook was moved to Super Express causing an uproar. *Super Play* 6 announced the split between Nintendo and Bandai, and issue 7 told of what this would mean for us, the games players. The eighth month of *Super Play* brought the news of *Street Fighter II Turbo* and *Mario All Stars*. It also told of the second Future Entertainment Show. It introduced the world to Kris and Tel and asked for a questionnaire to be filled in... or else!

Issue 9 had a *Street Fighter II Turbo* cover and supplied a preview. The CES was talked about in issue 10 and *Super Play* went *Mario* mad in issue 11. Issue 11 also told of the scrapping of the Super Nintendo CD, but gave hopes of a 32-bit system for '95/'96. The first birthday of *Super Play* was celebrated (quietly) in issue 12 and, finally, issue 13 appeared, offering a chance to travel to Japan on a dream holiday. The 13th issue caused *Super Play* to become Britain's best-selling Super NES magazine. *Super Street Fighter II* was also talked about.

Many things happened during the first 13 issues of *Super Play*, and many things didn't happen, like Japanese Games: The Inside Story, first promised in issue 4 and still being promised in issue 13.

Congratulations on 13 issues of *Super Play*. May you have 13 more.

Yours sincerely,
Mohamed Nurmohamed, Pinner.

(Is it safe to come out? Has he gone? – Ed.)

THE SUPER PLAY INTERESTING-O-METER

Our regular round-up of the topics that might be worth writing in about, and the ones we wish you wouldn't.

HOT

- Your top Christmas presents
- What Nintendo are playing at console-wise
- You and your games collection

NOT

- Anything to do with *Mortal Kombat*
- Chun Li's genetic composition
- 'I am writing to you...'

'PLANT IN WALES'

I have just read the article on third-party publishers in your latest issue. I've had a few thoughts on the subject.

One solution would be for Nintendo to set up major manufacturing plants in this country and in Europe. This would theoretically allow the cost of manufacturing carts to come down. The problem will be in persuading Nintendo to allow the game PCBs to be designed/manufactured away from the beady eyes of head office. I think Sega are going to set up a plant in Wales, so I should imagine that the big N would want to beat them at their own game.

The main problem is that Nintendo has created a self-contained economic world. It appears that Nintendo are only affected by one thing in the outside world – the economic climate. In times like this, when the exchange rate is against us, maybe Nintendo should create some sort of system with which to subsidise third-party publishers, so that the publisher doesn't lose too much money in the marketplace.

This is all pie-in-the-sky, but it would be a pretty good theory to expand on.

One other thing: I think Nintendo would sell more games if they used more of a Japanese approach in their TV advertising. The 'Will you ever reach the end?' line is starting to grate.

Au revoir,
Sean O'Neill, London.

(Not as much as that 'Nintimitading, Nintenfuriating etc' nonsense.) We agree that Nintendo really ought to be thinking about manufacturing games in Europe. They seem to be trying to become a global company, but without setting foot outside of their own front door. Japanese car manufacturers are building their cars in Europe, Japanese electronics manufacturers are making their CD players and videos in Europe, so why on earth are Nintendo still cowering in their underground bunkers beneath Tokyo?

But enough tedious economic talk.

'CHUN LI'S NATURAL FATHER'

To add to your confusion, I am going to tell you the true relationship between Chun Li and M Bison. M Bison is actually Chun Li's stepfather. (This is the story in the *Street Fighter II* comics from Hong Kong, not from Japan as some mistake it). Her real father is the one in the grave. What happened was that Chun Li's mother was raped (*Can we say that? – Ed.*) by Chun Li's natural father when he was drunk (gasp!). Her mother only brought her up to train her to kill her father (not telling Chun Li who he really was, of course). Chun Li's mother married M Bison some time after the rape. There may be a few other bits and pieces to the story, but that's all I know because I didn't get the excellent *Street Fighter II* comic from the beginning. Furthermore, Blanka is Chun Li's half-brother, Chun Li's natural

Move over Leonardo, here comes...

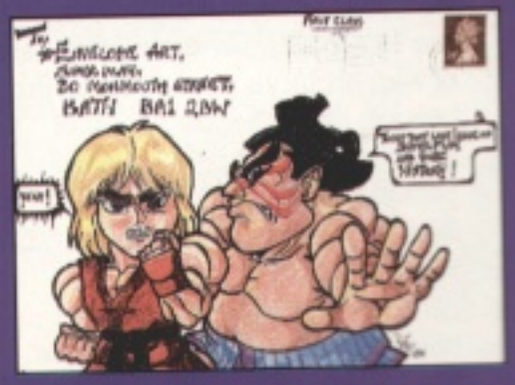
ENVELOPE ART!

We must say that we've been a little disappointed recently with the standard of the artwork you lot are sending us. Frankly, it's not that good. And, although we still found the fab envelopes shown below, we haven't got much to choose from. Now we know that you can produce some brilliant stuff – so get those crayons out and send the results in to: Envelope Art, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

T-SHIRT WINNER!

A Mosley of Lancaster is this month's T-shirt winner with his splendid rendering of Feilong from *Super Street Fighter II*. Just look at his muscles! Phwoar, eh girls?

Tim Luckhurst from Redbourn drew Aladdin's genie getting a surprise!



Above: Ken and E Honda defend *Super Play*'s honour expertly, thanks to Raymond Fu from London. (You wouldn't want to meet either of *them* on a dark night, would you?) Right: Matthew Buckle of Southend sent us this brilliantly detailed *Mortal Kombat* effort.

Anime style from Byron Summers of Sale in Manchester.

father is Ryu and Ken's martial arts teacher... (*That'll do – Ed.*)

Yours sincerely,
Kwok-Sing To.

Ah, but did you know that Ryu and Ken's martial arts teacher, Urotsaki, was actually himself taught by the same instructor who taught M Bison, and he's the grandfather of – wait for it – Guile. And as Guile is Ken's half-brother, that makes Ryu (Ken's cousin) Blanka's nephew. Chun Li, meanwhile, used to go to school with both Ryu and Ken (before they fell out), and it's rumoured she had something going with Ken at one point, but seemed strangely distant from Ryu, suggesting she'd never forgiven him for killing her auntie. Actually, none of that's true. But please, please stop sending in letters like this.

'SHANGHAI BARBERS'

✎ In answer to Jim Lightfoot's query, and to correct Oly of Bath, I would like to say that the writing on the two posts in Ryu's stage actually says (reading downwards) 'Wind Forest Fire Mountain'. And the writing is not just Japanese but also Chinese. I would also like to say that the sign on Chun Li's stage says 'Ha Muun Butchers' and the sign above the woman washing says 'Shanghai Barbers'.

Yours sincerely,
Stephen Tsang, Leamington Spa.

Then go ahead. There's really no need to ask.

'WHAT A GREAT LICENCE'

✎ I was flicking through issue 13 when I noticed the bit in Kris and Tel on the next Super FX game, *Transformers*. Is this true? Do you have any more info on the game? And will it be based on the original series, or the new *Generation 2* lot?

Anyway, what a great licence Argonaut have bought. In this day and age, when the market is flooded with side-on platform games and bad *SFII* clones, *Transformers* could bring a breath of fresh air to the console scene.

The possibilities for game styles are endless here – not just a platform shooter (*Cybernator* style) or a beat-'em-up, but how about a 3D strategy game, like *Elite 2*? The FX chip would be perfect here. Those robots in disguise can do more than walk and shoot, you know. Every level of the game could have a different style of play.

Well done, Argonaut, and make sure you don't mess it up.

Yours sincerely,
Eddie Lau, Hayes.

Transformers is to be based on the *Generation 2* robots. And, yes, the more you think about it, the more perfect a Super FX game it sounds. Not too sure about the 'different style of play on each level', though. It's much better to concentrate on one way of doing things in our experience. But with the combination of

KINDLY LEAVE THE STAGE

You thought the letters were awful? Now read the jokes. Er, joke.

Q Which Super Nintendo game grows on you?
A *Super Star Warts.*
Scotty Buckle & Mathew Battye, Oldham, Lancs.
0/10

Reckon you've got a bit of a sense of humour? At least 5/10 wins a T-shirt. Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

Transformers and 3D polygons that would be a very flexible style. Hopefully you'll be able to switch between walking, driving, flying, sailing etc at will. Cor. We can hardly wait.

'HANDLED LIKE A PIG'

After reading about the 'Flexi' last ish, and noting the appearance of 'inventions' on the Interesting-O-Meter, I thought I'd tell you about my revolutionary joypad.

It's long dismantled now, because while it was technically fine, it handled like a pig (or something – basically it didn't feel quite right).

What am I talking about? Why, my 'Semi-Pad' – a conventional Super NES joypad with four tilt sensors. Controlling *Starwing* with it was quite good, but on *SFII* is was naff. All you have to do it tilt it forwards, backwards, left or right. This way you can hold the joypad in your left hand and complete just about anything.

If anyone is interested, write to me and I'll send them some instructions. You'll need a soldering iron and, besides other important stuff, a joypad.

Yours sincerely,
James Andrew, 'Lyndale', Stoke Road, Combeinteignhead, Newton Abbot, Devon TQ12 4RE.

That's really interesting. If any other readers have come up with amazing SNES inventions... well, you *could* write in. If you must.

'WHEN IT COMES'

Seeing as *Mario 3* was one of the best (if not *the* best) games of all time, I thought I'd lend *Mario All Stars* from my cousin (*Cringe – Ed.*), and to my surprise Nintendo have actually achieved the impossible – they've improved *Mario 3* for the SNES. But wait! Something's not right. After playing *Mario 1* and *The Lost Levels* I was left thinking to myself 'So what?'. These older *Mario* games don't use the Super Nintendo's full capabilities. I didn't even bother playing *Mario 2*, because it's the most awful *Mario* game ever played (yes, that includes *Donkey Kong*). I ended up giving it back after two days because I was bored – *Mario 1* took an hour to complete, *The Lost Levels* took 1 hour and 40 minutes (with the help of your player's guide) and *Mario 3* took 2 ½ hours to do properly.

I know when it comes to your readers' letters you guys prefer to give criticism rather than take it, but your review of *Mario All Stars* is bull. In 12 month's time people will say that *SFII Turbo* still deserves 96%, but ask them about *Mario All Stars* and I doubt it. For nostalgia and value for money this cart deserves 9/10, but do you honestly think this is the best the Super Nintendo has to offer? Oh sure it will probably top the charts this Christmas and sell millions of copies worldwide, making Nintendo billions of yen, but I'm afraid my mind's made up. *Mario All Stars* should stay where it belongs – on the NES.

Yours faithfully,
Paul Connor.

We don't prefer to give criticism rather than taking it. That's a horrible thing to say. In your case, though, you're asking for it. There's no conceivable way someone who'd never played the *All Stars* games before would finish them all in two days. That's nonsense, and we reckon you're just showing off. And how can you say *All Stars* isn't very good, but deserves 9/10 for value – which is how any game is ultimately judged. Zy, who spent the best part of a month mapping out *All Stars* for us, adds: '?!?'.

'FEILONG'S HANGOUT'

I have recently been able to try out *Super Street Fighter II*. It was a very short-lived experience, as I found I had been ill-informed. I started playing with fellow Taurean Feilong, but soon found out that you might as well try doing a 'Shien Kyato' (Somersault Kick) yourself as the joystick movements aren't very user-friendly, which leaves him with only monstrous speed and devastating punches, but I think he will suffer at the hands of mere mortals like myself.

I didn't have much luck with any of the new characters, apart from Dee-Jay, who was kicking seven shades out of everyone except T Hawk, whose masterly use of the Flying Head-Butt easily floors Dee-Jay.

This display of dead hardness is what I'm grumbling about. He seems to be fairly in his element on the ground, being able to hit strongly and react very quickly. He's able to intercept Cammy's Spiral Arrow with ease, this unfortunate manoeuvre leading to Cammy flying through the air 10 or 15 feet onto her back (so don't try this one at home kids). Your sister/brother publication *Edge* described his as a limited character. He may be limited, but only in that he just performs lethal manoeuvres.

I was also pleased to see such a 'sex bomb' representing Great Britain. And I was amazed at the Scottish capability of manufacturing bridges without any stressed members (oo-er). They seem to have superglued a single-brick-depth bridge across an extremely wide arch. Spectacular indeed, almost to the point of distraction. I was also pleasantly surprised to find her joystick movements made sense, as they followed the basic form of each special manoeuvre. I was soon dishing out very enjoyable crusher attacks, made all the better by Cammy's bot– (*That's quite enough of that, thank you – Sue.*)

The sound has improved very much. I think it would be as good as *Virtua Racing*'s when properly set up. Unfortunately, the sound I was listening to was being reproduced through a very typical 4" speaker set into the front of the machine. However, this didn't stop me being impressed, especially when the mythical creatures from the background of Feilong's hangout all start to scream when Feilong wins.

All in all a very good upgrade, being much more user-friendly than the *Turbo* version. I hope to see this version finally bring to an end the reign of terror the expert users of Ken and Ryu who seem to jump though even the most fatal of attacks with a single Dragon Punch. I personally hope to catch Ken under his chin as he's landing with a Cannon Spike.

The version of the game I played was in Game Zone near Manchester Piccadilly train station, but unfortunately they seem to want to get your money from you rather than your enjoyment, as they've housed the board in a machine with two of the most abused joysticks ever seen outside console heaven.

Sayonara,
A Mosley, Lancaster.

It was in our 'professional interests' to pour a stack of cash into the two machines in Birmingham's New Street Amusements, so we can knowledgeably concur with a few of your observations. Feilong's Bruce Lee posturing actually makes him more interesting as an opponent, though the more powerful fighters ought to take longer to master (and we'd include Dragon Punching characters here). Still, it's evident that *Super Street Fighter II* had some input from genuine enthusiasts for the game (the combo recognition, for instance). We're not too sure about that strange fog that serves as backdrop to Cammy's castle ('Cor blimey, guv'nor, a real pea-souper and no mistake'), but perhaps it was smog over Spaghetti Junction.

'HIGHLIGHTS'

Nintendo are fibbers! *Super Mario World* hasn't got 96 levels! It's only got 72 (or 73 if you include Bowser's castle)!
Richard Kynoch, Darwen.
No it hasn't. It's got 96.

My dad's even threatened to photocopy it and enlarge it!
Andrew Farley, Peacehaven.
You want to tell him to watch it with that thing.

You review too many import games with weird names.
S Engelen, Belfast.
But they're the ones we like the best.

Thank you for being the first UK mag not to hassle Australians.
Andrew Bertoni, Australia.
You're welcome.

I wasn't empressed by the arcade version of *Street Fighter II Turbo*.
VA, Stanley.
It hardly falls within the powers of a coin-op to crown you the female ruler of a group of territories.

WRITE IN!

If you fancy contributing to the continuing gaming debate that is Play Back, and maybe win a luxuriant *Super Play* pen, write to:
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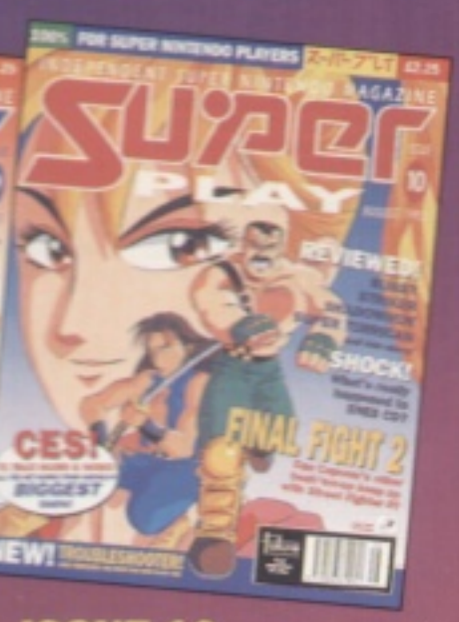

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WHAT CART?

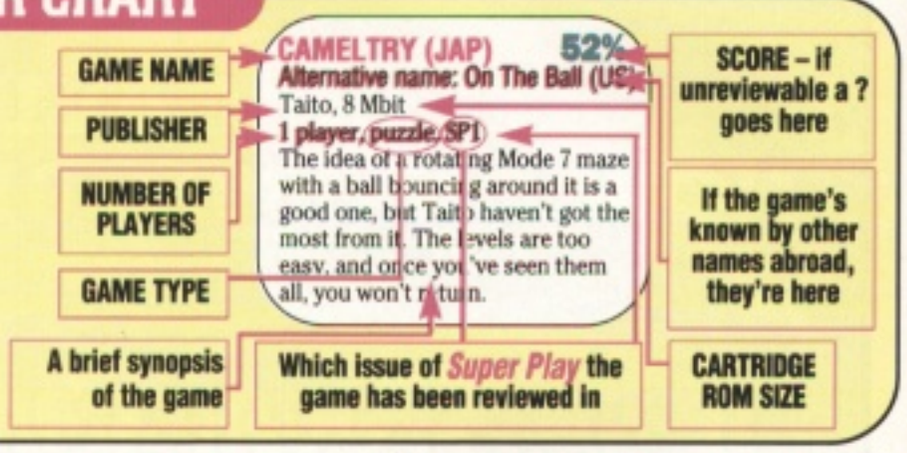
SUPER PLAY'S GAME LIBRARY

With 356 games mentioned here in What Cart?, plus all the game reviews you'll find in the rest of this issue, you should have plenty of stuff to add to your Christmas present list this year. So get that letter in the post to Santa now!

And if you know of a SNES game that we've missed completely from our listing (RPGs don't count!), then write us a What Cart?-style review and send it in – you might even get a *Super Play* T-shirt for your trouble. The address is, as usual: What Cart?, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

KEY TO YOUR CHART

You wouldn't believe how easy *What Cart?* is to understand. Perhaps this diagram might go some way towards convincing you, though:


GAME NAME
PUBLISHER
NUMBER OF PLAYERS
GAME TYPE
A brief synopsis of the game
CAMELTRY (JAP) 52%
Alternative name: On The Ball (US)
Taito, 8 Mbit
1 player, puzzle, SP1
The idea of a rotating Mode 7 maze with a ball bouncing around it is a good one, but Taito haven't got the most from it. The levels are too easy, and once you've seen them all, you won't return.
Which issue of Super Play the game has been reviewed in
SCORE – if unreviewable a ? goes here
If the game's known by other names abroad, they're here
CARTRIDGE ROM SIZE

ACROBAT MISSION (JAP) 38%
Teichiku, 8 Mbit
1 player, shoot-'em-up, SP2
A despicably feeble vertical scrolling blaster. To be avoided.

ACTION PACHIO (JAP) 42%
Coconuts Japan, 8 Mbit
1 player, platform, SP9
A crap, slow, *Sonic* lookalike that barely manages to crawl along. Boring stuff.

ACTRAISER (JAP/US/UK) 90%
Enix/Quintet, 6/8 Mbit + BB
1 player, action/RPG, SP2
A brilliant combination of strategy and platform action. Graphically great, and the music's brilliant, but make sure you buy the UK or US version.

THE ADDAMS FAMILY (JAP/US/UK) 82%
Ocean, 8 Mbit
1 player, platform, SP1
A polished and enjoyable romp, with adventure, puzzle and shoot-'em-up bits. Challenging and frustrating in places, but the inclusion of passwords allows quick completion.

THE ADDAMS FAMILY IN: PUGSLEY'S SCAVENGER HUNT (US/UK) 90%
Ocean, 8 Mbit
1 player, platform, SP7
The second *Addams Family* platform game, and it's even better than the first. It's well designed, huge, challenging, gorgeous-looking and great fun to play. Highly recommended.

AEROBIZ (US) 69%
Alternative name: Air Manager (JAP)
Koei, 8 Mbit
1 to 4 players, strategy, SP7
An airport management sim that's too serious for its own good. Well presented, but there's not enough here to hold your interest for long.

AERO THE ACROBAT (UK) 84%
Marubeni, 8 Mbit
1 player, platform, SP13
Simple but effective graphics, and huge levels, make for a fun and batty (*Er... groan? – Ed.*) game.

ALIEN³ (US/UK) 84%
Acclaim, 8 Mbit
1 player, shoot-'em-up, SP9
Accurate platform film conversion with great graphics, fabulous weapons and some nice music. Big, too.

ALIENS VS PREDATOR (JAP) 28%
IGS, 8 Mbit
1 or 2 players, beat-'em-up, SP6
An unoriginal beat-'em-up, with a neat central concept, but dire gameplay and no explanation of the plot. Avoid.

AMERICAN GLADIATORS (US) 16%
Gametek, 8 Mbit
1 to 16 players, sport, SP10
A *very* sad attempt at reproducing the tacky-but-appealing gameshow. Avoid.

ANOTHER WORLD (UK) 81%
Alternative names: Outer World (JAP), Out Of This World (US)
Interplay, 8 Mbit
1 player, platform, SP1
Graphics are superb, action is varied, and there're lots of great cinema-style close-ups – a true original. But too short.

ARCANA (US) 65%
Alternative name: Card Master (JAP)
HAL, 8 Mbit + BB
1 player, RPG
An RPG based around a 3D perspective (like *Dungeon Master*) sounds good, but proves plodding – the combat scenes are long and drawn out. Graphically it's not bad, and the music is well done, but it's only really for die-hard RPG fans.

ARCUS ODYSSEY (US) 57%
Renovation, 12 Mbit
1 or 2 players, shoot-'em-up, SP13
Is it an RPG? Or is it a shoot-'em-up? There's so little gameplay here, we decided we didn't care.

ASTERIX (UK) 70%
Infogrames, 4 Mbit
1 or 2 players, platform, SP11

Although it ain't exactly an original concept, it's bright and cheerful to play.

ASTRAL BOUT (JAP) 40%
A-Wave, 8 Mbit
1 or 2 players, sport
A wrestling/fighting game, and not a good one. Graphically not a complete disaster, but the sprite collision and playability are ropy. When you think you could buy *SFII*, what's the point?

AUGUSTA MASTERS 3D GOLF (JAP) 79%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport
The first 3D golf game on the Super Famicom, and still good despite Jap text. Graphically it's a mixture of bit-maps and polygons, and it works well.

AXELAY (JAP/US/UK) 85%
Konami, 8 Mbit
1 player, shoot-'em-up, SP2
So *Axelay*'s a bit thin gameplay-wise. But – ooh! – those graphics! They may be the most impressive ever! There're some fab baddies, too, and it alternates between neat horizontal and vertical scrolling.

BART'S NIGHTMARE (JAP/US/UK) 86%
Acclaim, 8 Mbit
1 player, action, SP1
The formula may not sound promising – lots of little sub-games rather than one big one – but this is absolutely superb, and very weird. Wonderful graphics and lots of humour, and it's challenging.

BATMAN RETURNS (JAP/US) 87%
Konami, 8 Mbit
1 player, beat-'em-up, SP7
A straightforward, but beautifully-put-together, scrolling beat-'em-up, which captures the mood of the film perfectly.

BATTLEBLAZE (JAP/US) 42%
Sammy Corp, 8 Mbit
1 or 2 players, beat-'em-up
An awkward game that's nowhere near as good as its contemporaries (*SFII* and *Ranma 1/2*). The graphics are okay, the sound's okay, but the gameplay's dire. There's quite a reasonable range of moves, but you could do so much better.

BATTLE CLASH (US/UK) 48%
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP3
This is the first stand-alone game released for the Super Scope. A shame that it's short lived and awful. Cheaper than your average import, though.

BATTLE GRAND PRIX (JAP/US) 56%
Naxat, 8 Mbit
1 or 2 players, driving
Remember *Super Sprint*, the coin-op? Well, imagine a version of it (ie an overhead-view driving game) where you can only see a tiny area of the track, and have to rely on signals to warn you of corners. It's 'challenging'.

BATTLETOADS IN BATTLEMANIACS (US) 80%
Trade West, 8 Mbit
1 or 2 players, beat-'em-up, SP11
Loads of fighting moves and great animation make for a varied and fun beat-'em-up.

BEST OF THE BEST (US/UK) 50%
Alternative name: Super Kick Boxing (JAP)
Electro Brain, 8 Mbit
1 or 2 players, beat-'em-up, SP5
Let's be honest: this is a kick boxing game, not a karate one. Treated as such it gets the job done okay. But, as with any game that comes within a mile of the word 'boxing', it gets boring fast.

BIG RUN (JAP) 34%
Jaleco, 8 Mbit
1 player, driving
After a promising start, the abysmal graphics and virtually non-existent gameplay make for what is surely the worst driving game on the system. (Nothing like the original coin-op.)

BILL LAIMBEER'S COMBAT BASKETBALL (US) 26%
Hudson Soft, 4 Mbit
1 or 2 players, sport
Originally an Amiga game called *Future Basketball*, this plodding *Speedball* clone is a unusually poor release from Hudson Soft.

BIO METAL (JAP) 71%
Athena, 8 Mbit
1 player, shoot-'em-up, SP8
As long as it's played on the 'Hard' this is a good, solid shoot-'em-up, only marred by slight slow-down and unoriginality.

BIRDIE TRY (JAP) 28%
Toho, 8 Mbit
1 player, sport
A truly terrible golf game with a truly appalling Mode 7 course. Avoid.

BLAZEON (JAP/US) 42%
Atlus, 8 Mbit
1 player, shoot-'em-up
A tacky horizontal scroller with anime-style robots. It's different, but it's crude and jerky. Not one to go for – there are much better shoot-'em-ups around.

THE BLUES BROTHERS (JAP/US) 68%
Titus, 4 Mbit
1 or 2 players, platform, SP7
This has little to do with the film (except that it's got Jake and Elwood in), or the Amiga original. It's okay (quite nice, in fact), but doesn't match up to *Mario* etc.

BOB (US/UK) 54%
Electronic Arts, 8 Mbit
1 player, platform, SP8
Oh dear. Platform games aren't really EA's forte, and on this nondescript, awkward-to-control, and very average looking release, it shows.

BOMBUZAL (JAP) 48%
Alternative name: Ka-Blooey (US)
Kemco, 4 Mbit
1 player, puzzle
Clear bombs from mazes of tiles by setting off chain reactions, without getting blown up. The levels are well designed and it takes skill to negotiate them, but the graphics are dreary, and the game's boring.

BOXING LEGENDS OF THE RING (UK) 87%
Electro Brain, 8 Mbit
1 or 2 players, sport, SP14

More violent then *Mortal Kombat* and as exiting as *Street Fighter II*.

BRASS BOSS (JAP) 56%
Alternative name: Doomsday Warrior (US)
Lazersoft, 8 Mbit
1 or 2 players, beat-'em-up, SP4
Another *Street Fighter II* wannabe that doesn't make the grade. The graphics are okay, and it plays okay, but *SFII* is so much better.

BUBSY IN: CLAWS ENCOUNTERS OF THE FURRED KIND (US) 77%
Accolade, 16 Mbit
1 player, platform, SP10
Despite the hype, this is no *Mario* or *Sonic*. Still, on its own terms it's a very playable platform game.

BULLS VS BLAZERS (JAP/US) 83%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP5

A good, solid basketball game with the emphasis on accuracy and detail at the expense of slick graphics. Challenging.

CACOMA KNIGHT (JAP/US) 36%
Datam, 4 Mbit
1 or 2 players, puzzle, SP4
A tedious variant of *Painter*, the ancient coin-op. It does its best to brighten up things with some special backdrops, but even they're not good enough to save it.

CALIFORNIA GAMES II (JAP/US) 22%
DTMC, 8 Mbit
1 or 2 players, sport, SP7
A crap multi-event sports 'sim', with ridiculous games, poor graphics, and little to actually do.

CAL RIPKIN JR BASEBALL (US/UK) 70%
Mindscape, 8 Mbit
1 or 2 players, sport, SP7
A serviceable baseball game, with no real flaws, but *Pro League '93* is better.

CAPTAIN AMERICA (UK) 30%
Mindscape, 8 Mbit
1 or 2 players, beat-'em-up, SP13
A crap conversion of a crap coin-op.

CAPTAIN TSUBASU 3 (JAP) ?%
Tecmo, 8 Mbit + BB
1 or 2 players, sport
A football management game, based on a Jap comic hero! Dynamic match highlights, but lots of Japanese text. Impossible to judge.

CAVEMAN NINJA 2 (JAP) 58%
Data East, 8 Mbit
1 player, platform, SP5
The sequel to *Joe & Mac* (sort of), reasonably playable, and offers a fair amount of long-term challenge. There are hundreds of better games around.

CB WARS (JAP) ?%
Banpresto, 8 Mbit
1 or 2 players, action/RPG
Strange anime scroll-along-and-whack-nasties-type of game. RPG elements and

lots of Japanese text make this a poor choice. Impossible to judge.

CHAMPIONSHIP POOL (UK) 78%
Mindscape, 8Mbit
1 player, sport, SP13
If you *really* want to play pool on your SNES, then this is the game to go for.

CHESSMASTER (US/UK) 55%
Mindscape, 4 Mbit
1 or 2 players, board, SP7
It *does* play chess. (It can beat us.) The rest of it is rubbish though, with terrible sound and a sad options menu being particular 'high' points.

CHESTER CHEETAH (JAP/US) 58%
Kaneko, 8 Mbit
1 player, platform, SP6
Bright, colourful platform game, based on Cheetos' (American cheese snack) advertising critter – good for younger players, but it lacks challenge.

CHUCK ROCK (US) 61%
Sony Imagesoft, 8 Mbit
1 player, platform, SP4
A well put together Stone Age platform game, with lots of imagination and fun touches, but it's all a bit bland and dull.

CLAYFIGHTER (UK) 85%
Interplay, 16 Mbit
1 or 2 players, beat-'em-up, SP14
Brilliant soundtrack and fab graphics, marred by unimaginative gameplay.

CLAYMATES (US/UK) 79%
Interplay, 8 Mbit
1 player, platform, SP12
Innovative (some of the sprites are animated clay figures) and fun to play. But it's too easy to finish.

CLUE (US) 46%
Parker Brothers, 4 Mbit
1 to 6 players, board, SP7
A board game conversion that does its job (playing *Cluedo*) okay, but offers nothing extra. Expensive for what it is.

COMBATRIBES (JAP/US) 57%
Technos, 12 Mbit
1 or 2 players, beat-'em-up
A very dull game that makes absolutely no attempt to save itself with any pick-upable weapons or interesting levels.

COOL SPOT (US) 82%
Virgin, 8 Mbit
1 player, platform, SP14

It's cool and it's got spots in, but it's too fast to finish.

COOL WORLD (US/UK) 52%
Ocean, 8 Mbit
1 player, action, SP8
Gorgeous graphics, and fairly true to the film, but there's hardly any gameplay hidden beneath the flash – a shame, after the excellent *Pugsley*.

COSMO GANG (JAP) 70%
Namco, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
A *Galaga*-style shoot-'em-up that doesn't match up to the ancient coin-op in the gameplay stakes. A fun two-player mode, and some lovely graphics and sound, but spoilt by infinite continues.

COSMO GANG: THE PUZZLE (JAP) 58%
Namcot, 4 Mbit
1 or 2 players, puzzle, SP7
The *Galaga*-lookalikes return in a colourful, *Tetris*-inspired puzzle game. There's some decent strategy here, but it won't hold your interest for long.

CYBERNATOR (US) 91%
Alternative name: Assault Suits Valken (JAP)
NCS Masiya, 8 Mbit
1 player, shoot-'em-up, SP5
The (imaginary) principle of assault suits is a fab basis for a game, but, this is the first to properly use it. A brilliant (very Japanese) shooter, dripping with high technology, with great explosions.

DARIUS FORCE (JAP) 70%
Taito, 8 Mbit
1 player, shoot-'em-up, SP14

The sequel to *Darius Twin* makes a mediocre shoot-'em-up.

DARIUS TWIN (JAP/US) 74%
Taito, 8 Mbit
1 or 2 players, shoot-'em-up
Lacking in levels for a *Darius* game – but this isn't all bad. Good graphics, okay sound and not too much slow-down make it a reasonable buy, though it's not challenging in the first few levels.

DAVID CRANE'S AMAZING TENNIS (JAP/US) 80%
Absolute Entertainment, 8 Mbit
1 or 2 players, sport, SP3
This *looks* like the best tennis game yet. The 3D perspective works well – till you take control of a player at the other end. A restricted viewpoint makes it hard to serve and return – a split screen would have been better. *Super Tennis* still rules.

DEAD DANCE (JAP) 78%
Alternative name: Tuff E Nuff (US)
Jaleco, 16 Mbit
1 or 2 players, beat-'em-up, SP8
Another pretender to *Street Fighter II*'s best beat-'em-up title, and – with oodles of moves and well-balanced gameplay – probably the closest yet.

DESERT STRIKE (JAP/US/UK) 90%
Electronic Arts, 8 Mbit
1 player, shoot-'em-up, SP4
An addictive chopper-based shoot-'em-up. Just like flying round a desert blowing things up with missiles (only not so hot and sandy).

DEVIL'S COURSE (JAP) 80%
T&E Soft, 8 Mbit
1 to 4 players, sport, SP8
This looks like ordinary golf, till you realise how wild the (totally made up) courses are. Fun, but not very serious.

D FORCE (JAP/US) 22%
Asmik, 8 Mbit
1 player, shoot-'em-up
A crap blaster with maybe the worst graphics, sound and playability on the SNES. Mode 7 makes the useless visuals look blocky. Awful sound, too.

DINOSAURS (JAP) 83%
Alternative name: Dino City (US)
Irem, 8 Mbit
1 player, platform, SP1
One of our fave platform games, this has fab graphics, cute characters and plenty of amusing bits. But it's too easy to finish. We love it anyway, though.

DIRTY CHALLENGER (JAP) 34%
Yutaka, 8 Mbit
1 or 2 players, sport
Another dire wrestling game. This time it includes some very dubious 'grapples' – you could be mistaken for thinking it was all a bit, well, dirty.

DORAEMON: WORLD OF FAIRIES (JAP) 56%
Epoch, 8 Mbit
1 player, platform, SP10
Cute(ish), but full of Japanese text, and we still can't find much of a game here.

DRACULA KID (JAP) 82%
Naxat, 8 Mbit + BB
1 player, arcade adventure, SP10
An imaginative and very cute adventure game. If you liked *Legend Of The Mystical Ninja*, you'll just love this.

DRAGON BALL Z (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
The original Jap *Dragon Ball* anime series appeared on the 8-bit Famicom, but this new version is the first one available for the Super Famicom. An RPG with combat scenes and loads of Jap text. Very 8-bit in look. Impossible to judge.

DRAGON BALL Z (JAP) 73%
Bandai, 16 Mbit
1 or 2 players, beat-'em-up, SP8
An original beat-'em-up, with lots of special moves, fab anime graphics, and *weird* presentation. As it has specialist appeal, it's unlikely to get a UK release.

DRAGON'S LAIR (US/UK) 82%
Elite, 4 Mbit
1 player, platform, SP1
Looks gorgeous, plays well and is far better than the straight conversion of the coin-op on other machines. But the frustrating difficulty level hides a game that's not as long as it could be.

DRAGON QUEST V (JAP) ?%
Enix, 12 Mbit + BB
1 player, RPG
The biggest selling game in Japan is a sprawling RPG with loads of Japanese text, to be translated for a US release this year in the *Dragon Warrior* series. Primitive graphics, and very Japanese.

DRAKKHEN (JAP/US/UK) 64%
Kemco, 8 Mbit + BB
1 player, RPG, SP4
Based on a French 16-bit computer RPG adventure, this has okay graphics but an awful combat system. Most people will find this a real bore, but if you *are* tempted, get the US or UK version.

DUNGEON MASTER (US) 88%
JVC, 8 Mbit + BB + DSP
1 player, RPG, SP12
A true classic of a game. It's inventive, chock full of detail and a joy to play.

EARTHLIGHT (JAP) ?%
Hudson Soft, 8 Mbit + BB
1 player, strategy
Based on a popular PC Engine game called *Nectaris*, this is an interplanetary space strategy affair, but there's enough Japanese in here to make it tricky to work out. Impossible to judge.

ELFARIA (JAP) ?%
Hudson Soft, 12 Mbit + BB
1 player, RPG
Great character graphics make this game more appealing than most, but the heavy use of Japanese text may cause major problems. Impossible to judge.

EVIL SWORD (JAP) 55%
Datam Polystar, 8 Mbit
1 player, platform, SP7
A colourful, bizarre, very Japanese and crap slice-'em-up, with a girl running about swiping things with her sword.

EVO: SEARCH FOR EDEN (US) 47%
Enix, 12 Mbit + BB
1 player, shoot-'em-up, SP13
The idea of an evolution game is great, but this sadly fails to impress.

EXHAUST HEAT II (JAP) 83%
Seta, 8 Mbit + BB
1 player, driving, SP8
More tracks than the original, lovely parallax scrolling, and lots of speed. Like a more realistic *F-Zero*. But with no two-player mode, and some juddering.

EXTRA INNINGS (US) 64%
Alternative name: Ganba League Baseball (JAP)
Sony Imagesoft, 8 Mbit + BB
1 or 2 players, sport, SP2
Baseball's tricky to translate well to a games machine, but this makes a good job of it, with cute characters and slick action. The sequel, *Pro Baseball League '93*, is even better.

F-1 EXHAUST HEAT (JAP/UK) 69%
Alternative name: F1 ROC (US)
Ocean/Seta, 8 Mbit + BB
1 player, driving, SP2
Your car's a bit small, and you don't get much warning of corners. But at least you get a 3D view of the track. Not our fave game, but some people love it.

F1 GRAND PRIX PART II (JAP) 52%
Video System, 12 Mbit
1 player, driving, SP8
A difficult overhead-view driving game – only really any fun if you persevere.

FACEBALL 2000 (JAP/US) 54%
Bullet-Proof Software, 4 Mbit
1 or 2 players, shoot-'em-up, SP3
On the Game Boy this 3D maze shoot-'em-up is good fun, but the SNES conversion suffers badly. Slow, jerky 3D, and confusing with two players. Poor.

FAMILY DOG (US/UK) 39%
THQ, 8 Mbit
1 player, platform, SP9
Based on an obscure American cartoon, this *Home Alone*-alike is funny in places, but the gameplay is a real dog.

THE FANG OF EDO (JAP) 49%
Micro World, 8 Mbit
1 player, action, SP9
Odd scrolling slash-'em-up looks okay (when it's not slowing down), but lacks interesting action.

FATAL FURY (JAP/US) 76%
Takara, 12 Mbit
1 or 2 players, beat-'em-up, SP4
Another *SFII* lookalike. Looks okay, plays fine (though the controls are very awkward), and worth considering.

FINAL FANTASY II (US) 86%
Alternative name: Final Fantasy IV (JAP)
Square Soft, 8 Mbit + BB
1 player, RPG
In Japan this is the fourth in a popular series. This is the first version for the SNES, and while it's graphically basic, the lovely music and the involved quest lift it way above lesser RPGs.

FINAL FANTASY V (JAP) ?%
Square Soft, 16 Mbit + BB
1 player, RPG
A huge-selling RPG which is to be called *Final Fantasy III* in the States. Buy that one, unless you're fluent in Japanese. Impossible to judge.

FINAL FANTASY: MYSTIC QUEST (US) 79%
Square Soft, 4 Mbit + BB
1 player, RPG, SP3
A spin-off younger player's version of the popular *Final Fantasy* RPG series that's a fun and involving quest for role-playing beginners.

FINAL FIGHT (JAP/US/UK) 86%
Capcom, 8 Mbit
1 player, beat-'em-up, SP1
The best walking-along-beating-people-up game on the SNES. Brilliant graphics, varied opposition and great moves. But it lacks a two-player mode, and gets dull.

FINAL FIGHT 2 (JAP) 75%
Capcom, 10 Mbit
1 or 2 players, beat-'em-up, SP10
Lovely graphics, a much-needed two-player mode, some good tricky bits, and slightly more depth than it first appears, make this probably the best scrolling beat-'em-up yet, but it's still very easy.

FINAL FIGHT GUY (JAP) 83%
Capcom, 8 Mbit
1 player, beat-'em-up
A pointless new version of *Final Fight*, where the best character, Cody, is replaced by Guy. A poor game-music CD is included. It's easier than the original.

FIRE DODGEBALL (JAP) 45%
Sunsoft, 8 Mbit
1 or 2 players, sport
A cute, anime version of an extremely weird game (see *SD Dodgeball*). The graphics are good, but the game itself is too simple to be particularly rewarding.

FIRST SAMURAI (UK) 80%
Kemco, 8 Mbit
1 player, platform, SP11
A good conversion of the Amiga classic, with some wacky sound effects and loads of playability.

FLYING HERO: BUGLE'S BIG ADVENTURE (JAP) 68%
Sofel, 8 Mbit
1 player, shoot-'em-up, SP6
An average – if fairly likeable – Japanese shoot-'em-up. It has its moments, but needs that extra special something to stand a chance of beating *Parodius* etc.

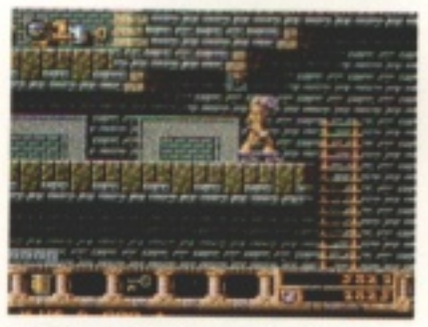
FORTRESS OF FURY (JAP) 68%
Alternative name: Operation Logic Bomb (US)
Jaleco, 8 Mbit
1 player, shoot-'em-up, SP9
Nice graphics, but slow and unimaginative gameplay.

F-ZERO (JAP/US/UK) 86%
Nintendo, 4 Mbit + BB
1 player, driving, SP1
A fabulous Mode 7 racing game. Dead fast and smooth. Bland scenery and a weird futuristic setting, but it's an impressive display of the SNES' abilities.

GEORGE FOREMAN'S KO BOXING (US/UK) 18%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Boxing games are invariably awful – but this awful?

THE GHOST OF KITARO (JAP) 61%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Very Japanese, and cartoony scrolling, shooting, beat-'em-up. Pretty, but odd.

GODS (US/UK) 74%
Mindscape, 8 Mbit
1 player, platform, SP6



Famous Amiga platform shoot-'em-up comes to the SNES, graphics and puzzles intact, and with extra measures of playability. This'll last you ages.

GOLDEN FIGHTER (JAP) 42%
Culture Brain, 12 Mbit
1 or 2 players, beat-'em-up, SP1
A very ropy *Street Fighter II* 'tribute'. The graphics are rubbish, the gameplay's rubbish, the sound's rubbish... Avoid.

GOOF TROOP (US) 69%
Capcom, 8 Mbit
1 or 2 players, action puzzle, SP13
Fun for a bit, but overall it's too easy and too short.

GP-1 (US) 62%
Atlus, 8 Mbit
1 or 2 players, sport, SP10
The only motorbike racing game on the SNES, but it fails to do anything much to recommend the sport.

GPX CYBER FORMULA (JAP) 70%
Alternative name: Cyberspin (US)
Takara, 8 Mbit
1 player, driving, SP1
Another top-view scroller, and another case of yikes-was-that-a-corner? But anime based this time, with incredibly smooth scrolling. Average, but fun.

GRADIUS III (JAP/US) 82%
Konami, 4 Mbit
1 player, shoot-'em-up
Similar to the coin-op and all packed onto a 4 Mbit cart. It's an early title, so slow-down is a problem – it scuppers the otherwise beautiful graphics and fab sound. Still, it's more impressive and playable than *Super R-Type*.

GUNDAM F-91 (JAP) ?%
Bandai, 8 Mbit + BB
1 player, shoot-'em-up
A massive-selling (in Japan) arcade/strategy game, with Japanese text. It's playable if you persevere, but one for robot fans only. Impossible to judge.

GUNFORCE (JAP/US) 59%
Irem, 4 Mbit
1 or 2 players, shoot-'em-up, SP4
Similar to *Super Probotector* in many respects, but not half as good in any of them. The 'respects', that is. (Sorry, that was a bit confusing, wasn't it?)

HARLEY'S HUMUNGOUS ADVENTURE (US/UK) 69%
Electronic Arts, 4 Mbit
1 or 2 players, platform, SP6
Graphically it could be a lot better, but it's a reasonably imaginative game with some potential all the same.

HAT TRICK HERO (JAP) 66%
Alternative name: Super Soccer Champ (US)
Taito, 4 Mbit
1 or 2 players, sport
A slick conversion of the coin-op *Football*

Champ. It's fast, but too easy in one-player mode – play a chum to have any fun. Not as good as *Super Soccer*.

HIT THE ICE (US) 58%
Taito, 8 Mbit
1 or 2 players, sport, SP9
As much a beat-'em-up as an ice hockey game, and a bit on the shallow side.

HOLE-IN-ONE GOLF (JAP/US) 68%
HAL, 8 Mbit
1 to 4 players, sport
An old game, but still one of the best golf sims around – what it lacks in technical ingenuity, it makes up for in user-friendliness. The overhead view isn't much like playing the real game, but nice Mode 7 course introductions help – as does turning the music off!

HOME ALONE (JAP/US/UK) 36%
THQ, 4 Mbit
1 player, platform, SP3
A dire attempt to cash in on the success of *Home Alone* the movie. Hopeless graphics and sound don't rescue the banal gameplay from the claws of drudgery and tedium.

HOME ALONE 2 (US/UK) 32%
THQ, 8 Mbit
1 player, platform, SP3
We actually preferred the first *Home Alone* game to this, but in the same way that we prefer *Eldorado* to *Santa Barbara*. Another dire scrolling effort that should be left on the shelf.

HOOK (US/JAP) 72%
Sony Imagesoft, 8 Mbit
1 player, platform, SP1

Slow-moving, but attractive platformer, that ties in with the film neatly. It's a bit easy to finish, though, so it'll be no, er, Peter Pan.

THE HUNT FOR RED OCTOBER (US) 25%
Hi Tech Expressions, 8 Mbit
1 player, shoot-'em-up, SP7
A very poor submarine shoot'-em-up, based on the film. So repetitive that each level is almost identical to the last, apart from the Super Scope-using sub-bit, which is especially useless.

HUMAN GRAND PRIX (JAP) 82%
Human, 8 Mbit + BB
1 or 2 players, driving, SP4
If you can live with the 'unique' control system, this is the best two-player Formula One game on the Super Nintendo. It's fast, with realistic handling and smart graphics.

HYPERZONE (JAP/US) 30%
Hal, 8 Mbit
1 player, shoot-'em-up
A poor 3D space shoot-'em-up using Mode 7, but with nothing else there to recommend it. Tedious.

THE INCREDIBLE CRASH DUMMIES (UK) 41%
Acclaim, 4 Mbit
1 player, platform, SP13
A rather sick concept for a game, and one that worked much better on the Game Boy.

IMPERIUM (US) 40%
Alternative name: Assault Suits Dion (JAP)
Vic Tokai, 8 Mbit
1 player, shoot-'em-up, SP6
Sad, old-fashioned shoot-'em-up with giant robot suits in it – but with little hope of rivalling *Cybernator*.

INTERNATIONAL TENNIS TOUR (JAP) 69%
Micro World, 8 Mbit
1 or 2 players, sport, SP10
This doesn't come close to *Super Tennis* or *Jimmy Connors' Pro Tennis Tour*, but it plays a reasonable game of tennis all the same.

THE IREM SKINS GAME (US) 83%
Alternative name: Major Title (JAP)
Irem, 8 Mbit,
1 or 2 players, sport, SP3
Fans of the coin-op golf game *Major Title* will love this – it's virtually identical. Fans of *Pebble Beach* et al, however, mightn't be impressed by its accuracy.

JACK NICKLAUS GOLF (US) 62%
Tradewest, 4 Mbit
1 to 4 players, sport, SP3
This presents things from just behind the player, but the slow way it draws the screen before each shot, and the could-be-better power meter, ruin it.

JAKI CRUSH (JAP) 74%
Naxat, 8 Mbit
1 player, simulation, SP5
The SNES needs a top-notch pinball game – something to rival the Mega Drive's *Devil Crash* and the Amiga's *Pinball Dreams*. But this isn't it. It's okay, but the ball moves too slowly, and the table isn't well designed.

JAMES BOND JR (US/UK) 29%
THQ, 4 Mbit
1 or 2 players, platform, SP3
A platform and shooting action game from hell that even the Amstrad GX4000 wouldn't have tolerated. Poor graphics, feeble sound and crap gameplay.

JAMES POND'S CRAZY SPORTS (UK) 53%
Storm, 4 Mbit
1 to 4 players, sport, SP11
They're crazy, they're sports, and they've got *James Pond* in. More for younger gameplayers, though.

JAPANESE PRO WRESTLING (JAP) 78%
Human, 8 Mbit
1 to 3 players, sport, SP12
Super Multitap-compatible and popular in Japan. It plays more like proper wrestling than *WWF Royal Rumble*.

JEOPARDY (US) 15%
Gametek, 4 Mbit
1 to 3 players, quiz, SP7
An appalling American conversion of an appalling American quiz show. Yuck.

JERRY BOY (JAP) 54%
Alternative name: Smartball (US)
Sony Imagesoft, 8 Mbit
1 player, platform
A run-of-the-mill platform game with only its blob-shaped hero to distinguish it from the crowd. Very average.

JIMMY CONNORS' PRO TENNIS TOUR (US/UK) 88%
UBI Soft, 4 Mbit
1 to 4 players, sport, SP5
Not as good a game as *Super Tennis*, but this gets pretty close and has the advantage of working with the four-player adaptor. Now that *is* fun.

JOE AND MAC (JAP/US/UK) 72%
Data East/Elite, 8 Mbit
1 or 2 players, platform, SP1
A good conversion of the arcade machine. Graphically very colourful, but the tunes don't vary and the gameplay's a bit repetitive. Fun for younger players.

JOHN MADDEN FOOTBALL (US) 79%
Alternative name: Pro Football (JAP)
Electronic Arts, 4 Mbit
1 or 2 players, sport
What was a fabulous game on the Mega Drive and Amiga *isn't* on the SNES. Note the flat graphics and jerky scrolling. It *is* fast, but at the expense of playability.

JOHN MADDEN FOOTBALL '93 (US/UK) 83%
Alternative name: Pro Football '93 (JAP)
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
...whereas this new, improved, updated version is loads better. The changes are mostly cosmetic, but they elevate the game to the status of 'recommended (if you like American football)'.

JURASSIC PARK (UK) 89%
Ocean, 16 Mbit
1 player, adventure, SP13
A completely brilliant film and now a completely brilliant game. If you like dinosaurs (and, come on, who doesn't?) you'll love this.

KAWASAKI CARIBBEAN CHALLENGE (US) 20%
Gametek, 12 Mbit
1 player, sport, SP11
Motorbike and jetski racing at its worst.

KEVIN KEEGAN'S PLAYER MANAGER (UK) 59%
Anco, 6 Mbit
1 or 2 players, sport, SP12
Er... The first football management game on the SNES. When you've played it you'll wonder why they bothered.

KICK OFF (JAP/UK) 52%
Anco/Imagineer, 8 Mbit + BB
1 or 2 players, sport, SP3
The most controversial computer game ever gets its second conversion to the SNES, and suffers as a result. Not as bad as *Pro Soccer*, but flawed playability-wise.

KIKIKAIKAI (JAP) 88%
Alternative name: Pocky & Rocky (US)
Natsume, 8 Mbit
1 or 2 players, shoot-'em-up, SP5
This is the sort of game only the Japanese could write. Underneath the perilously weird exterior lurks a really enjoyable two-player shoot-'em-up, with superb graphics and a large playing area.

KING ARTHUR'S WORLD (US/UK) 83%
Jaleco, 4 Mbit
1 player, puzzle, SP6
Medieval *Lemmings* lookalike, with good graphics and plenty of interesting bits. Very addictive, but the controls (unless you use a mouse) are a pig.

THE KING OF RALLY (JAP) 39%
Meldac, 8 Mbit
1 player, driving, SP5
The most eye-catching 3D effect in years, but that's about it. The fact that there are no other cars on the road, and the very unimaginative design of the courses, makes it hard to to keep your eyes open.

KING OF THE MONSTERS (JAP/US) 79%
Takara, 8 Mbit
1 or 2 players, beat-'em-up
An enjoyable Neo Geo game that's been clumsily converted to the SNES. It's really too dull and unimpressive to get even fans of the original excited.

KITARO'S GHOST (JAP) 58%
Bandai, 8 Mbit
1 or 2 players, platform
Platform game, based on a cute comic hero, with really tricky gameplay. Lovely graphics, though.

KOSHIYEN 2 (JAP) 60%
KAC, 8 Mbit
1 or 2 players, sport, SP2
This would be the most bog standard baseball game around, except that it's odd and very Japanese. Not bad, overall.

KRUSTY'S SUPER FUN HOUSE (US/UK) 79%
Acclaim, 8 Mbit
1 player, platform, SP1

A curious blend of pie-throwing, puzzle-solving and platform action make this a refreshing challenge. Graphics and sound are okay, but it's the excellently paced gameplay that makes the game. Could do with more passwords, though.

KUNIO KEN (JAP) ?%
Technos, 8 Mbit
1 or 2 players, action/RPG
An odd mix of beat-'em-up and adventure. We had fun with it, beating people with pillows and suitcases, but we didn't have a clue what was going on as it's all in Japanese. It got a lukewarm reception even in Japan. Impossible to judge.

LAGOON (JAP/US/UK) 56%
Kemco, 8 Mbit
1 player, RPG, SP12
Popular in Japan, but we found this fantasy game frustrating and a little on the dull side.

LAST FIGHTER TWIN (JAP) 59%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up
Super Deformed robots in a side-on beat-'em-up. Nice graphically and sonically, but limited. For SD fans only.

LAMBORGHINI AMERICAN CHALLENGE (UK) 73%
Titus, 4 Mbit
1 or 2 players, driving, SP13
A neat little game, but dull graphics and an odd difficulty curve mar it.

LEGEND OF SUCCESS JOE (JAP) 49%
KAC, 8 Mbit
1 or 2 players, beat-'em-up
Japanese boxing game, based on a poor Neo Geo original, with basic graphics and sound, and not enough moves. Still, as boxing games go, it ain't too bad.

LEGEND OF THE MYSTICAL NINJA (US) 90%
Alternative name: Ganbare Goemon (JAP)
Konami, 8 Mbit
1 or 2 players, action/RPG
One of the best games for the SNES, mixing RPG adventure-style wandering with side-on platform action. Wonderful music, fab graphics and a real challenge. The Jap version is accessible, but buy the US cart to get the best value from it.

LEMMINGS (JAP/US/UK) 86%
Sunsoft, 8 Mbit
1 or 2 players, puzzle, SP2
A hit on every format it's on. It takes a while to get to grips with, but it's one of the most original, ingenious and addictive games ever. Each level has a password, and there are loads of them.

LETHAL WEAPON (UK/US) 57%
Ocean, 8 Mbit
1 player, platform, SP6

Unadventurous platform shoot-'em-up, with a frustrating tendency to send you back to the beginning every time you miss your footing, which you'll do – a lot. Okay, but Ocean can manage better (see the new *Addams Family* game).

THE LOST VIKINGS (US/UK) 84%
Interplay, 8 Mbit
1 or 2 players, platform, SP8
Three character (but one-player) co-operative platform puzzler. Quite a lot of fun, if a bit C64-ish in game design.

MAGICAL GUY ADVENTURE (JAP) 62%
Bandai, 4 Mbit
1 player, platform
A jolly platform game combining wacky Japanese humour with cute sprites and backdrops. Not in the class of *Super Mario World*, but entertaining anyway.

MAGIC SWORD (JAP/US/UK) 58%
Capcom, 8 Mbit
1 player, platform, SP7
Capcom's winning streak is let down by this dreadful slash-'em-up. It slows down badly, and the animation's awful.

MARIO & WARIO (JAP) 70%
Nintendo, 8 Mbit
1 player, puzzle, SP13
An absorbing mouse-controlled puzzler, though the mouse isn't used to any real effect here.

MARIO IS MISSING (UK) 70%
Mindscape, 8 Mbit
1 player, edutainment, SP11
Luigi travels around the world replacing bits stolen from famous treasures. His mission: to save Mario from his abductors. It's informative, but more for younger players.

MARIO PAINT (JAP/US/UK) 55%
Nintendo, 8 Mbit + BB
1 player, art package, SP6
A limited, crude paint package – and one where you can't print out your results! Some nifty features, admittedly, but the best thing about the whole package is the mouse that comes with it.

MECAROBOT GOLF (US) 37%
Toho, 8 Mbit
1 player, sport, SP14
The worst golf game we've ever played, even though it's got a mecarobot in.

MECH WARRIOR (US) 63%
Alternative name: Battletech (JAP)
Activision, 8 Mbit
1 player, shoot-'em-up, SP9
Sort of like *Battle Zone* (well, a bit), but this time placing you in an armoured mobile suit, jumping around blasting things. Okay, but lacks imagination.

METAL JACKET (JAP) 20%
Atlus, 8 Mbit
1 player, platform
Atlus aren't doing themselves any favours attempting a platform game – a genre where you have to be good to stand out. An *E-SWAT* clone with stilted animation, dire sound and inept gameplay.

MICKEY'S MAGICAL QUEST(JAP/US/UK) 89%
Capcom, 8 Mbit
1 player, platform, SP3
One of the most polished platformers around, though marred by the inclusion of infinite continues. Stunning backdrops, sprites and varied enough to impress anyone – it's a shame it's too easy.

MIGHT & MAGIC II (UK) 43%
Elite, 8Mbit
1 player, RPG, SP13
A flawed and tedious RPG lacking any depth and with very little gameplay.

MONOPOLY (JAP/US) 40%
Parker Brothers, 8 Mbit
1 to 8 players, board game, SP7
Monopoly without the fun of cheating. It plays the game on the Super NES exactly as it should, but that's about it.

MORTAL KOMBAT (UK) 81%
Acclaim, 16 Mbit
1 or 2 players, beat-'em-up, SP11
They've taken out the arcade gore, and toned down the moves, but this is still a great beat-'em-up. Not in the same league as *SFII* though.

MR NUTZ (UK) 86%
Ocean, 8 Mbit
1 player, platform, SP13
Gorgeous, colourful graphics and slick programming make for a fab platformer.

MUSYA (JAP/US) 24%
Datam, 8 Mbit
1 player, platform
One of the worst Super Famicom games – though it's up against stiff competition. Initially, the nicely shaded backdrops give it the look of a *Ninja Spirit* clone, but when you watch your hero mincing about, twiddling his stick, it palls.

NAMCOT OPEN (JAP) 80%
Namco, 8 Mbit
1 to 4 players, sport, SP9
A very nice golf sim with fast and efficient graphics, but a fair bit of Japanese text.

NBA ALL-STAR CHALLENGE (JAP/US) 59%
LJN, 8 Mbit
1or 2 players, sport, SP7
If you like basketball, you'll love this game. It plays basketball as it should be played and is nicely presented. Recommended for real fans of the game.

NFL FOOTBALL (US) 76%
Konami, 8 Mbit
1 or 2 players, sport, SP14
A reasonable American football game, but *Madden '93* is so much better

NHLPA HOCKEY (US/UK) 87%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
Not *quite* as good as the Mega Drive version (the graphics are jerky, though you wouldn't notice unless you'd seen the original). Still a great ice hockey game, with loads of atmosphere.

NIGEL MANSELL F1 CHALLENGE (JAP) 85%
Infocom, 8 Mbit
1 player, driving, SP8
Good, fast, high quality racing action. As a one-player game, better than *Human*

Grand Prix, and so the best Formula One game on the Super NES yet.

NOLAN RYAN'S BASEBALL (US) 73%
Alternative name: Super Stadium (JAP)
Romstar, 4 Mbit
1 or 2 players, sport, SP2
As slick as *Extra Innings*, without the cute characters, and it's slightly trickier to control. Still, this isn't a bad game.

NORTH STAR KEN V (JAP) ?%
Toei, 8 Mbit + BB
1 player, RPG
This addition to an inexplicably popular range of *Zelda*-style RPG's – it's based on *Fist Of The North Star*, believe it or not – looks rubbish to us. If you speak Japanese it might, of course, be brilliant, but we doubt it. Impossible to judge.

NORTH STAR KEN 6 (JAP) 42%
Toei, 12 Mbit
1 or 2 players, beat-'em-up, SP4
This has massive sprites but nothing much to actually do. It's just another failed *Street Fighter II*-a-like.

ON THE BALL (US) 52%
Alternative name: Cameltry (JAP)
Taito, 8 Mbit
1 player, puzzle, SP1
A rotating Mode 7 maze with a ball bouncing around, but Taito haven't got the most from it. The levels are too easy, and you won't go back to them.

OTHELLO WORLD (JAP) 52%
Tsukuda, 8 Mbit
1 or 2 players, board game
Plays a strong game of *Othello* (if you set it to 'difficult'), looks good, and has some cute bits. But why would anyone want to spend $40 on a cartridge that plays *Othello*? Fine for brushing up your technique, but otherwise very sad.

OUTLANDER (US/UK) 28%
Mindscape, 8 Mbit
1 player, driving/action, SP8
Crap *Mad Max*-style kill-everything-in-sight fiasco, featuring a driving section and a walking-along-and-blasting bit – both equally useless.

OUT TO LUNCH (UK) 84%
Mindscape, 8 Mbit
1 or 2 players, platform, SP12
It's big, with clever animation and enough difficulty to make it fun to play. It's cute, too.

PAPER BOY 2 (US/UK) 22%
Mindscape, 4 Mbit
1 player, driving, SP2
You're a newspaper delivery boy (or girl) and you cycle along, er, delivering newspapers. There are some obstacles to avoid, things to hit with papers for bonus points, and that's about it. It's boring, and can't be recommended.

PEBBLE BEACH GOLF LINKS (JAP/US/UK) 82%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport, SP6
The third addition to the 3D golf series, and, unsurprisingly, very similar to the others. As the only golf game officially released in the UK, this is worth buying. It's fun and is accurate down to the very waves on the beach, but the porn movie music is laughable.

PGA TOUR GOLF (JAP/US/UK) 60%
Electronic Arts, 4 Mbit
1 to 4 players, sport, SP5
Slick presentation, masking the fact that this is a poor conversion of a fab sports game. On other systems *PGA Tour* is *the* golf sim, but EA's lack of SNES skill shows.

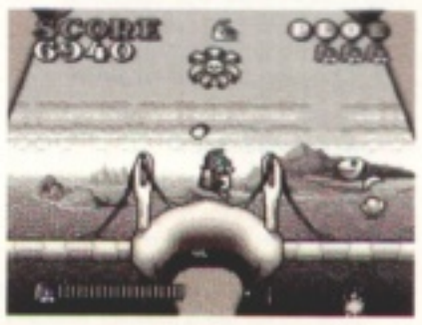
PHALANX (JAP/US) 70%
Kemco, 8 Mbit
1 player, shoot-'em-up, SP1
A new horizontally scrolling shoot-'em-up has to be really different to stand out from the crowd. This one has some decent graphics and challenging gameplay, but is forgettable.

PILOTWINGS (JAP/US/UK) 92%
Nintendo, 4 Mbit
1 player, simulation, SP1
SNES-owning aviation fans aren't spoilt for choice at present, but this should be enough to, er, spin their propellers. It has a huge range of flying machines, super-smooth 3D graphics, and there's even a decent game in here, too.

PIPEDREAM (JAP) 66%
Bullet-Proof Software, 4 Mbit
1 or 2 players, puzzle, SP2
A well turned-out puzzle where you've got to link different shaped bits of pipe. Okay, but it gets boring fast.

PITFIGHTER (US/UK) 14%
THQ, 4 Mbit
1 or 2 players, beat-'em-up, SP4
An appalling conversion of a popular coin-op. Dire graphics and awful gameplay. The pits.

PLOK! (US) 90%
Tradewest, 8 Mbit
1 player, platform, SP14



A cute character, loads of levels and a brilliant storyline make for a great platform game.

POP'N TWINBEE (JAP/US/UK) 84%
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP8
Ultra-cute and colourful graphics make this blaster very appealing. Gameplay's a little on the weak side, though.

POPULOUS (JAP/US/UK) 85%
Imagineer, 4 Mbit + BB
1 player, strategy, SP2
The original Japanese version of a classic UK game that puts you in the shoes of God himself. A smashing game, though it *can* get frustrating (and quite boring) eventually.

POWER ATHLETE (JAP) 49%
Alternative name: Power Moves (US)
Kaneco, 8 Mbit
1 or 2 players, beat-'em-up, SP4
This is another attempt to cash in on *SFII*. And it doesn't really work. 'Crap – but in a groovy kind of way', apparently.

POWERMONGER (UK) 77%
Imagineer, 8 Mbit
1 player, strategy, SP9
Patience is needed to really get into this potentially deep and addictive game, but it's worth it.

PRIME GOAL (JAP) 75%
Namco, 8 Mbit
1 or 2 players, sport, SP13
A great game of Japanese-style football, spoilt by the lack of speed.

PRINCE OF PERSIA (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5
A superb conversion of the computer classic with new graphics, a brilliant intro and a fab *Lawrence Of Arabia*-style soundtrack. Not an easy game, but the password system allows progression without too much trouble. A classic.

PRO BASEBALL LEAGUE '93 (JAP) 77%
Sony Music Entertainment, 12 Mbit
1 or 2 players, sport, SP6
The Jap sequel to *Extra Innings*. It's got cute characters, slick animation and some neat extra bits. If you like baseball, you'll love this.

PRO QUARTERBACK (US) 62%
Tradewest Sports, 8 Mbit
1 or 2 players, sport, SP7
American football looks great with neat Mode 7 graphics, but the rest of it fails to add up to anything better than usual.

PRO SOCCER (JAP) 27%
Alternative name: World League Soccer (US)
Imagineer, 4 Mbit + BB
1 or 2 players, sport
A shaky conversion of *Kick Off*, with crude graphics and useless gameplay.

PSYCHO DREAM (JAP) 33%
Alternative name: Dream Probe (US)
Riot, 8 Mbit
1 player, platform, SP7
Platform beat-'em-up with lots of Japanese text getting in the way. Bland.

PUSHOVER (US/UK) 78%
Ocean, 4 Mbit
1 player, puzzle, SP3
An enjoyable domino toppling-style puzzle game, converted from home computers, with lots of short-term fun. Once all 100 levels are finished, though, it's unlikely you'll ever return to it.

Q*BERT 3 (JAP/US) 67%
NTVIC, 8 Mbit
1 player, platform, SP3
Real nostalgia value, as players of the 10-year-old coin-op will confirm. And plenty of effort's gone into making the game look the part. But it's only mildly amusing.

RACE DRIVIN' (US/UK) 35%
THQ, 4 Mbit
1 player, driving, SP3
Fans of the original coin-op will be horrified by this driving game. 3D polygons and the SNES go together like, um, chips and custard. Poor programming on unsuitable hardware.

RAIDEN DENSETSU (JAP) 54%
Alternative name: Raiden Trad (US)
Toei, 8 Mbit
1 or 2 players, shoot-'em-up
A great game on the PC Engine and Mega Drive, but slow on the Super Nintendo and not recommended. It should have been good, but the programmers were too inexperienced on the machine to do the job properly.

RAMPART (US) 79%
Electronic Arts, 4 Mbit
1 or 2 players, shoot-'em-up/puzzle, SP2
So primitive-looking you wonder why it was allowed to live. (Well, apart from the great 3D bit.) But playing it reveals a game that's fab fun, and the two-player mode almost rivals *Mario Kart*.

RANMA 1/2 (JAP) 75%
NCS Masiya, 8 Mbit
1 or 2 players, beat-'em-up
A neat one-on-one beat-'em-up with odd anime characters (who change sex when they get wet, and sometimes into giant pandas – don't worry, there's a Jap TV series explaining it all). Mismatching of characters is a problem, but on the whole it's great to look at and play.

RANMA 1/2 PART TWO (JAP) 73%
NCS Masiya, 12 Mbit
1 or 2 players, beat-'em-up, SP6
Cute, unusual characters, and a good looking beat-'em-up, but far too easy, with some characters much, much stronger than others. Slightly inferior to the original, but still likable, at least.

REDLINE F1 RACER (US) 49%
Absolute, 8 Mbit
1 or 2 players, driving, SP14
Fast and detailed graphics, but the playability is awful.

THE REN & STIMPY SHOW: 'VEDIOTS'(UK) 47%
THQ, 8 Mbit
1 player, platform, SP12
Based on an obscure American cartoon, the graphics are the best bit, but, sadly, the gameplay is boring.

RIVAL TURF (JAP/US/UK) 58%
Jaleco, 8 Mbit
1 or 2 players, beat-'em-up, SP2
Final Fight's main rival. Not as 'together' as its opponent – more repetitive baddies and rougher animation are the main qualms – but it has the enormous advantage of simultaneous two-player action, including a *SFII*-style head-to-head mode. Which one do you go for? Um, well there's always *Batman*...

ROAD RIOT 4WD (US/UK) 20%
THQ, 4 Mbit
1 or 2 players, driving, SP4
Road Riot's the worst driving game on the SNES, we reckon. This is primitive in every respect, despite a split-screen two-player mode, and no fun at all.

ROAD RUNNER: DEATH VALLEY RALLY (JAP/US/UK) 42%
Sunsoft, 8 Mbit
1 player, platform, SP4
The cartoon's atmosphere is captured perfectly, with fabulous cartoony graphics and some hilarious intro and outro bits, but the game itself stinks – it's a simplistic, poorly-executed platform game.

ROBOCOP 3 (US/UK) 50%
Ocean, 8 Mbit
1 player, shoot-'em-up, SP2
A neat *Robocop* feel, but gameplay-wise this is severely wanting. It's a difficult and unimaginative shooter with little connection to the film.

ROBOCOP VS TERMINATOR (UK) 27%
Virgin, 8 Mbit
1 player, platform, SP14

Gorgeous graphics, but where's the Terminator? An abysmal film licence.

THE ROCKETEER (JAP/US) 33%
IGS, 8 Mbit
1 player, action
Lovely graphics, but that's about it. This consists of watching a string of mini-games in which you don't get much say – it's just luck if you proceed from one game to the next. Awful.

ROCK 'N' ROLL RACING (UK) 88%
Interplay, 8 Mbit
1 or 2 players, sport, SP12
A spruced up *Super Off Road* that's challenging and lots of fun to play.

ROCKY RODENT (JAP) 50%
Irem, 8 Mbit
1 player, platform, SP12
The graphics are repetitive, the sound annoying and there's little variety in gameplay. Mediocre.

ROGER CLEMENS' MVP BASEBALL (US) 73%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Baseball games don't come much better presented than this. Fab animation and action viewed through different camera angles make this thoroughly enjoyable.

ROMANCE OF THE THREE KINGDOMS II (JAP/US) 55%
Koei, 8 Mbit + BB
1 to 12 players, strategy
Ancient Chinese kingdoms make alliances, split up, then make other alliances, people get killed, and we can't make sense of any of it. The US version reveals a simple game under all the maps and text, but not recommended.

RPM RACING (JAP/US) 58%
Interplay, 4 Mbit + BB
1 or 2 players, driving
RPM means Radical Psycho Machines – ridiculous trucks with big tyres that fascinate Americans. The scrolling's rough, you can't anticipate corners, and it uses flickery interlace graphics to no obvious effect. But good fun.

RUN SABER (US) 59%
Atlus, 8 Mbit
1 or 2 players, platform, SP10
A few pretty backdrops don't save this failed *Strider* wannabe.

RUSHING BEAT RUN (JAP) 60%
Jaleco, 12 Mbit
1 or 2 players, beat-'em-up, SP5
The original *Rival Turf*, although fine as beat-'em-ups go, was never brilliant, exactly. And this sequel isn't much better. The graphics aren't bad, but it's very repetitive and too easy to finish.

SD DODGEBALL (JAP) 42%
Banpresto, 8 Mbit + BB
1 or 2 players, sport
Based on an imaginary sport which involves knocking out the opposing team with the ball, this is one of a series of dodgeball games (*Fire Dodgeball*'s another), and the worst.

SD GREAT BATTLE (JAP) 38%
Banpresto, 6 Mbit
1 player, shoot-'em-up
Japan's popular SD series spawned lots of Super Famicom spin-offs, and they sell, no matter how bad they are! This was the first of the genre, and isn't great, being a tedious arcade adventure.

SD GREAT BATTLE III (JAP) 63%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Cute characters and nice graphics, but it lacks variety and depth of gameplay.

SD GUNDAM (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
This game stars a 'Super Deformed' version of *Gundam*, the most popular 'mecha' robot character in Japan. The format is traditional Jap RPG, but the crappy graphics, sound and Jap text make it unplayable. Impossible to judge.

SEPTENTRION (JAP) 90%
Human, 8 Mbit
1 player, platform, SP10
A very original and atmospheric *Poseidon Adventure*-style disaster game. If you can work around the heavy use of Japanese text it'll last you ages.

THE 7TH SAGA (US) 69%
Enix, 12 Mbit
1 player, RPG, SP14

A run-of-the-mill RPG, with little to recommend it.

SHADOWRUN (UK) 85%
Data East, 8 Mbit
1 player, RPG, SP10
A brilliantly-presented, scrupulously-designed adventure game, packed with puzzles and simply oozing atmosphere.

SHANGHAI 2 (US) 58%
Alternative name: Super Shanghai (JAP)
Activision, 8 Mbit
1 or 2 players, puzzle, SP9
A very simple puzzle game – based on the ancient Chinese classic – that becomes strangely more-ish.

SIM ANT (JAP) ?%
Imagineer
1 player 8 Mbit
An ant simulator. In Japanese. That says it all really. Impossible to judge.

SIM CITY (JAP/US/UK) 84%
Maxis/Nintendo, 4 Mbit + BB
1 player, strategy, SP1
Build the city of your dreams... then bring it to its knees! The SNES version of this all-time great is probably the best yet (more user-friendly), but it doesn't push the SNES to its limits.

SIM EARTH (JAP/US) 34%
Imagineer, 6 Mbit + BB
1 player, strategy, SP9
A follow-on from *Sim City* that tries to bite off more than it can chew. You're basically put in charge of the entire planet. It manages to be both a good simulation and a very tedious game.

SKÜLJAGGER (US) 58%
American Softworks, 8 Mbit
1 player, platform, SP4
A lacklustre piratic game that's very easy and won't take you long to finish. With some weird bubble gum bits.

SKY BLAZER (UK) 78%
Sony, 8 Mbit
1 player, platform, SP14
Fun for a bit, with a nice central character, but there's no lasting enjoyment here.

SOLSTICE II: EQUINOX (US/UK) 90%
Sony Imagesoft, 8 Mbit + BB
1 player, platform, SP8
Polished and addictive isometric arcade adventure, with brill graphics and fab sound. Highly recommended.

SONIC BLAST MAN (JAP/US) 69%
Taito, 8 Mbit
1 player, beat-'em-up, SP2
A scrolling beat-'em-up with a nifty central character. It's a beat-'em-up, though, and so gets pretty dull.

SOUL BLAZER (US) 89%
Alternative title: Soul Blader (JAP)
Enix, 8 Mbit + BB
1 player, RPG, SP2
Slick, graphically gorgeous and not unlike *Zelda* (ie an RPG, Japanese-style). Avoid *Soul Blader*, the Japanese version (unless you're Japanese, that is).

SPACE FOOTBALL (US) 52%
Alternative name: Super Linearball (JAP)
Triffix, 4 Mbit
1 player, sport
Ballblazer on the Commodore 64 is the closest to this – football, played between two 'things' on a fast, 3D scrolling pitch. Lots of thrills , but it isn't enough to justify spending this much on a game.

SPANKY'S QUEST (JAP/US) 58%
Natsume, 4 Mbit
1 or 2 players, platform
A monkey called Spanky? Bouncing bubbles? You just wander round lots of similar-looking screens, killing baddies (with bubbles) and collecting keys. Crap.

SPIDERMAN & THE X-MEN (US/UK) 72%
Acclaim, 8 Mbit
1 player, platform, SP3
A multi-character platform romp that loses its appeal fast. Ugly graphics are only saved by imaginative music. Fun for a bit, but it looks dated already.

SPINDIZZY WORLDS (JAP/US/UK) 69%
Ascii, 8 Mbit
1 player, puzzle, SP2
Spindizzy's sparkle's dulled since its heyday on the Spectrum, partly due to it's shift of emphasis from exploration to puzzle solving. A neat little thing anyway.

STARFOX (JAP/US) 93%
Alternative name: Starwing (UK)
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP7

What can we say? It's the first game to use the new Super FX chip, it's got some of the most spectacular and well designed 3D bits ever, it's very smooth and fast – it's the bee's knees, basically.

STREET FIGHTER II (JAP/US/UK) 94%
Capcom, 16 Mbit
1 or 2 players, beat-'em-up, SP1
It's 'streets' ahead of other beat-'em-ups, and a near-perfect conversion of the coin-op. A must-buy, though expensive on official release.

STREET FIGHTER II TURBO (JAP) 96%
Capcom, 20 Mbit
1 or 2 players, beat-'em-up, SP11
A faster, better-looking version of *SFII*. Quite simply, the best beat-'em-up ever.

STRIKE GUNNER (JAP/US/UK) 65%
Athena, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
Average vertical blaster, with poor and unvaried backdrops, but okay sprites and some nice explosions. A dull game that only works in two-player mode.

STRIKER (UK) 89%
Elite, 4 Mbit
1 or 2 players, sport, SP10
The best SNES football game so far, this comes equipped with easy-to-use controls and a nice replay mode. Brilliant.

SUMO SPIRITS (JAP) 47%
Takara, 8 Mbit
1 or 2 players, sport, SP9
The most realistic, and so best, of the two sumo games we've reviewed. It's all a bit limited though.

SUNSET RIDERS (UK) 87%
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP12
A faithful conversion of a classic arcade game and an enjoyable two-player blast.

SUPER ADVENTURE ISLAND (JAP/US/UK) 75%
Hudson Soft, 8 Mbit
1 player, platform, SP2
Simplistic, *Wonderboy*-style gameplay in this third instalment of the series made popular on the NES. Aside from the ugly Master Higgins, the bright backgrounds and impressive Yuzo Koshiro dance tunes make this an attractive game.

SUPER AIR DIVER (UK) 51%
Sunsoft, 4 Mbit
1 player, shoot-'em-up, SP12
Looks good, but has little substance to the gameplay.

SUPER ALESTE (JAP/UK) 87%
Alternative name: Space Megaforce (US)
Toho/Compile, 8 Mbit
1 player, shoot-'em-up, SP3
Evidence that the Super Nintendo can handle a mad *Gunhed*-style shooter with ease. Fab sprite handling (Mode 7) and no slow-down mean it's more a technical feat than that well-designed, and it's a bit weapon-mad. An excellent buy anyway.

SUPER BACK TO THE FUTURE 2 (JAP) 61%
Toshiba EMI, 8 Mbit
1 player, platform, SP12
The graphics and sound are good, but the controls are awful. Avoid.

SUPER BASEBALL SIMULATOR 1,000 (JAP/US) 49%
Culture Brain, 4 Mbit
1 or 2 players, sport, SP2
The pitching and batting are good, but the fielders are unco-operative and the graphics poor, with pointless Mode 7 whizzing about. But the music's good.

SUPER BASES LOADED (US) 55%
Alternative name: Super Professional Baseball (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
This works okay, but it's just as limited in scope as other baseball games on the SNES, and the graphics are jerky.

SUPER BASES LOADED II (US) 63%
Alternative name: Super Professional Baseball II (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
Extraordinarily and uncannily similar to *Super Bases Loaded I*. (See above.)

SUPER BATTER UP (US) 53%
Namco, 8 Mbit
1 or 2 players, sport, SP6
A difficult-to-control baseball game, with garish graphics and poor animation. There are lots of better ones out there.

SUPER BATTLETANK (JAP/US/UK) 50%
Absolute, 4 Mbit
1 player, shoot-'em-up
The prehistoric *Battle Zone* coin-op gets a new lease of life in this Gulf War tank game. This looks livelier than the wire-frame graphics of the original, and it has some good explosions and exciting link sequences, but, frankly, it's still boring.

SUPER BIKURI MAN (JAP) 18%
Interbec, 8 Mbit
1 or 2 players, beat-'em-up, SP7
Far too easy. Possibly the second worst beat-'em-up ever (after *PitFighter*).

SUPER BIRDIE RUSH (JAP) 76%
Data East, 8 Mbit + BB
1 or 2 players, sport, SP3
Cute cartoony-looking golf game with nicely drawn fairways and greens. But, this isn't as playable as *Hole-in-One*.

SUPER BLACK BASS (JAP) 42%
Hot B, 8 Mbit
1 player, sport, SP10
Er... do you *really* want to pretend you're fishing on your SNES?

SUPER BOMBERMAN (JAP) 92%
Hudson Soft, 4 Mbit
1 to 4 players, action, SP9
A brilliant, completely manic, maze-based cat-and-mouse game. With bombs in it. Taking full advantage of the Super Multitap adaptor, it's unbeatable fun with four players. We're addicted. A *Super Play* favourite.

SUPER BOWLING (JAP/US) 48%
Athena, 4 Mbit
1 or 2 players, sport, SP1
There isn't enough to bowling to fill out a whole game. This one pads itself out with neat graphical interludes etc, but the real thing's so much more fun.

SUPER CASTLEVANIA IV (JAP/US/UK) 91%
Konami, 8 Mbit
1 player, platform, SP1
A huge, sprawling sequel to the NES games. After a dull start this turns into one of the best platform games ever. It could do with more action, but superb parallax and soundtracks generate a fabulous atmosphere.

SUPER CHINESE WORLD (JAP) ?%
Culture Brain, 8 Mbit
1 player, action/RPG
A sequel to the popular 8-bit Famicom *Little Ninja Bros*. The overhead view-point changes at regular intervals for combat. Cutish but rather basic, with loads of Jap text. Impossible to judge.

SUPER CONFLICT (US) 49%
Vic Tokai, 8 Mbit
1 or 2 players, wargame, SP9
A sad, outdated hex-based wargame that gets boring very fast.

SUPER CUP SOCCER (JAP) 69%
Alternative name: Goal (US)
Jaleco, 8 Mbit
1 or 2 players, sport
A rival to *Super Soccer*? Not really. This takes a side-on, jerkily scrolling view-point and isn't going to impress anyone. A shame, because it has lots of detail and there are some nice graphical bits.

SUPER DOUBLE DRAGON (JAP/US) 68%
Technos, 8 Mbit
1 or 2 players, beat-'em-up, SP3
A wide variety of moves, and some very satisfying thumping-and-kicking-about-type action, inject a bit of life into a deceptively crappy-looking beat-'em-up. Enjoyable, but too easy and rather '8-bit'.

SUPER DUNKSTAR (JAP) 55%
Sammy, 8 Mbit
1 or 2 players, sport, SP9
This one plays basketball okay, but has primitive graphics and very few options.

SUPER EDF (JAP/US) 68%
Jaleco, 8 Mbit
1 player, shoot-'em-up
A pretty, horizontally scrolling effort, but with unchallenging gameplay. Similar to the coin-op, *EDF* has some well-drawn backdrops and sprites. But the music is bland, and slow-down spoils the action.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving, SP1
This looks ordinary, but is one of the few good overhead-view racing games. Fast, with a good 'driving feel' and plenty of options for the long-term player.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving
Limited edition. As above, but with real Grand Prix names.

SUPER F1 CIRCUS 2 (JAP) 34%
Nichibutsu, 8 Mbit
1 player, driving, SP13
If you like spending ages and ages on your own on the track, then buy this. We found it frustrating and boring.

SUPER F1 GRAND PRIX (JAP) 44%
Video System Co, 8 Mbit + BB
1 player, driving
This is like *Battle Grand Prix*, without the split-screen two-player mode. You see more of the track on-screen, and get more warning of corners, but not much.

SUPER F1 HERO (JAP) 49%
Varie, 8 Mbit
1 player, driving, SP8
An appalling F1 driving game – *Nigel Mansell*'s so much better.

SUPER FAMILY TENNIS (JAP) 83%
Namcot, 8 Mbit
1 to 4 players, sport, SP11
The second Multitap-compatible tennis game – and as such is fun, though *Super Tennis* and *Jimmy Connors* are better.

SUPER FIRE PRO WRESTLING (JAP) 56%
Human, 8 Mbit
1 or 2 players, sport
Not as smart-looking as *WWF*, but a more challenging game). In one-player mode it's impossible to beat the computer. Okay, if you can live with the dull visuals and haul in a friend.

SUPER FIRE PRO WRESTLING 2 (JAP) 72%
Human, 8 Mbit
1 to 4 players, sport, SP7
This has lots of Jap text, laughable graphics and is crap as a one-player game, but it's fun to play using the Super Multitap adaptor, despite slow-down.

SUPER FORMATION SOCCER II (JAP) 70%
Human, 4 Mbit
1 to 4 players, sport, SP11
The only difference between this and *Super Formation Soccer 1* (ie *Super Soccer*) is that this is Multitap-compatible.

SUPER GHOULS 'N' GHOSTS (JAP/US/UK) 85%
Capcom, 8 Mbit
1 player, platform, SP2
A sequel, unique to the SNES. Some nice graphics (loads of slow-down) and good tunes, but it's tough – and, as it lacks battery back-up or passwords, it can be frustrating. Well made, but difficult.

SUPER HIGH IMPACT (JAP/US) 74%
Acclaim, 8 Mbit
1 or 2 players, sport, SP11
A playable and accessible arcade-based American football game.

SUPER JAMES POND (US/UK) 79%
Ocean, 8 Mbit
1 player, platform, SP8
Ex-Amiga hit that's lost little in translation, though it's far too juddery. Still, with loads of levels and difficult bits, this'll keep you amused for ages.

SUPER MARIO COLLECTION (JAP) 96%
Nintendo, 16 Mbit
1 or 2 players, platform, SP11

Four classic NES *Mario* games in one – *Super Mario Bros*, *Mario Bros 2*, *Mario Bros 2 USA* and *Mario Bros 3* – but with new 16-bit graphics. As all of them are huge, involved, and brilliant, it'll take you ages to finish. Great value.

SUPER MARIO KART (JAP/US/UK) 93%
Nintendo, 4 Mbit + BB
1 or 2 players, driving, SP1
The best driving game, and the best two-player game ever. It's perfect. Four fab games in one: There's the Grand Prix, the Time Trial, the two-player Head to Head, and the amazing balloon game.

SUPER MARIO WORLD (JAP/US/UK) 94%
Nintendo, 4 Mbit + BB
1 player, platform, SP2
On the downside, the backgrounds are repetitive, but this is a gameplayer's dream – you'll spend weeks deciphering it. This remains (along with *Zelda*) Nintendo's flagship game.

SUPER NBA BASKETBALL (JAP/US/UK) 86%
Tecmo, 8 Mbit
1 or 2 players, sport, SP4
While *Super Basketball/Super Dunkshot* is the basketball game to go for if you want to wow your friends, this is more playable, accurate and comprehensive.

SUPER NINJA (JAP) ?%
Koei, 12 Mbit + BB
1 player, RPG
You'd never realise that this was 12 meg – it has the flat colours, simple graphics and laughable animation of an early NES game. It uses the same overhead view as *Zelda* et al, but being Japanese is impossible to play. Impossible to judge.

SUPER OFF ROAD (JAP/US/UK) 63%
Trade West, 4 Mbit
1 or 2 players, driving
Another overhead-view driving game, but we can see the whole track for once (phew). We're racing monster trucks with a 3D(ish) perspective. In the short-term, it's good fun. And great music.

SUPER OFF ROAD BAJA (US) 69%
Tradewest, 8 Mbit
1 or 2 players, driving, SP14

Simple and fun but an unoriginal truck racing game.

SUPER PANG (JAP) 72%
Alternative name: Super Buster Bros (US)
Capcom, 4 Mbit
1 player, shoot-'em-up, SP1
The arcade original was a great game, and one that allowed two people to pop bubbles at once. The conversion has smart graphics and plenty of speed, but only one can play, and that gets boring.

SUPER PARODIUS (UK) 86%
Alternative name: Parodius (JAP)
Konami, 8 Mbit
1 player, shoot-'em-up
A fab conversion of the coin-op with colourful sprites, a hilarious sense of the bizarre, and some excellent music. Enjoyable (though a bit easy).

SUPER PLAY ACTION FOOTBALL (US) 71%
Nintendo, 4 Mbit + BB
1 or 2 players, sport, SP2
A faithful implementation of American football that'll please fans, but not the *John Madden*-basher we've been waiting for. Not a patch on *Madden '93*...

SUPER PROBOTECTOR(UK) 90%
Alternative names: Contra III (US)/Contra Spirits (JAP)
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP2
The best platform blaster around so far. Superb use of Mode 7 and great sound put this in the super league. Brilliant two-player action makes it unmissable.

SUPER PUTTY (UK) 84%
System 3, 8 Mbit
1 or 2 players, platform, SP13
Funny, slick and very weird (the main character's a blue ball of putty). A gem.

SUPER R-TYPE (JAP/US/UK) 72%
Irem, 8 Mbit
1 player, shoot-'em-up, SP1
Beautifully designed baddies, and fab graphics, but jerky scrolling, awful slow-down and no restart points. It also lacks the best bits of the coin-op – *R-Type II* (not the original) – on which it's based.

SUPER SLAP SHOT (US) 65%
Virgin, 4 Mbit
1 or 2 players, sport, SP13
Fast and furious ice hockey, but *NHLPA Hockey* is miles better.

SUPER SN[illegible]H TV (JAP/US/UK) 84%
Acclaim, 4 Mbit
1 or 2 players, shoot-'em-up, SP1
A translation of the ultra-violent coin-op, this is great short-term fun. No slow-down, lots of tough bits and its addictive – you'll keep coming back.

SUPER SOCCER (US/UK) 83%
Alternative name: Super Formation Soccer (JAP)
Human/Nintendo, 4 Mbit
1 or 2 players, sport, SP1
Super Soccer might have handed over its

'Best UK Football Game' crown to *Striker*, but it's still an enjoyable game with impressive 3D graphics. It's full of annoying flaws, though, and once you've played *Striker* you won't return.

SUPER STAR WARS (JAP/US) 89%
JVC, 8 Mbit
1 player, shoot-'em-up/platform, SP4
The music's a perfect rendition of all the best tunes from the film – followed by the fab *Star Wars*y feel that pervades the whole thing. If you loved the film, you'll love this. (Oh, and it's fun to play, too.)

SUPER STRIKE EAGLE (US/UK) 61%
MicroProse, 8 Mbit
1 player, shoot-'em-up, SP8
Disappointing flight sim-type thing. It's Amiga and PC-based namesakes were so much better.

SUPER SUMO (JAP) 44%
Namcot, 8 Mbit
1 or 2 players, sport, SP9
Nice comedy graphics and decent gameplay (as far as it goes), but *Sumo Spirits* is the better game.

SUPER SWIV (JAP/UK) 82%
Alternative name: Firepower 2000 (US)
The Sales Curve, 8 Mbit
1 or 2 players, shoot-'em-up, SP6
Slick and playable two-player shoot-'em-up, with great graphics, and interesting controls. Good fun, if a little boring.

SUPER TENNIS (JAP/US/UK) 92%
Tonkin House, 4 Mbit
1 or 2 players, sport, SP1
This is one of the best tennis games on any machine (only rivalled by two fab games on the PC Engine). The range of shots is amazing. There's a whole line-up of tournaments and stuff to enter, too.

SUPER TETRIS 2 + BOMBLISS (JAP) 83%
Bullet-Proof Software, 8 Mbit + BB
1 or 2 players, puzzle, SP5
Tetris is probably the best puzzle game ever, but doesn't always convert well to different formats. No worries with the SNES version, though, which boasts lots of extra bits (like *Bombliss*) in addition to a solid rendition of the original game.

SUPER TOM & JERRY (US/UK) 42%
High-Tech Expressions, 4 Mbit
1 player, platform, SP8
A poor excuse for a platform game, plagued by slow-down and with little to do with the cartoon. Crap.

SUPER TURRICAN (US) 80%
Seika, 4 Mbit
1 player, shoot-'em-up, SP10
A sort of 'remix' of the original Amiga *Turrican* games, this is fast and smooth, with some slick graphics and smart sound. Remarkable for 4 Mbit really.

SUPER VALIS IV (JAP/US) 52%
Telenet, 8 Mbit
1 player, platform
A conversion of the PC Engine CD ROM game, featuring the exploits of lots of Japanese girls but no excitement. It's too contrived, boring and linear to live.

SUPER VOLLEY II (JAP) 82%
Video System, 8 Mbit
1 or 2 players, sport, SP5
Weird, with a 2D perspective. But a wealth of 'special moves', and the fact that's it's a coin-op conversion, make a game that's fun – especially with two.

SUPER WAGAN ISLAND (JAP) ?%
Namcot, 8 Mbit
1 player, platform
Funny, with cute graphics and likeable characters, this is a semi-arcade, semi-text-based adventure for the younger player – we got a fair way into it without understanding what was going on. (It's all in Japanese!) Impossible to judge.

SUPER WIDGET (US) 54%
Atlus, 8 Mbit
1 player, platform, SP12
Another American cartoon-based game. And another boring game, too.

SUPER WWF (JAP/US/UK) 74%
Acclaim, 8 Mbit
1 or 2 players, sport, SP1
Great graphics, and fun to play – short-term. But, all the wrestlers behave the same! And there's no tournament system like on other versions, either – you win or lose a fight and that's it.

SUZUKI AGURI F1 (JAP) 72%
LOZC, 8 Mbit
1 or 2 players, driving, SP5
Fast, 3D Mode 7 courses *and* tunnels and bridges? Well presented, but no warning of corners. However, the split-screen two-player mode is a bonus.

SYO THE SEAL (JAP) 79%
Takara, 8 Mbit
1 player, platform, SP8
Out cutes the cutest game you can think of. We haven't stopped going 'aww.'

SYVALION (JAP/UK) 46%
JVC, 8 Mbit
1 player, shoot-'em-up, SP5
An odd maze-based scrolling shoot-'em-up. It looks tacky but is actually quite good. Not much of a challenge, though.

TAZ-MANIA (US/UK) 54%
THQ, 8 Mbit
1 player, 'running game!', SP9
The only 'running game' on the SNES (like a driving game, but on foot!), with a fab scrolling road, but little gameplay.

TERMINATOR (US/UK) 59%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP7
Average film-based shoot-'em-up that copes with the film side okay, but fails to make much of the game. Dark graphics, but a great soundtrack.

TEST DRIVE II: THE DUEL (US/UK) 58%
Accolade, 8 Mbit
1 player, driving, SP6
A fairy good conversion of the PC original to SNES, but it's difficult to control so you tend to crash all the time. Very unexciting driving feel too.

THUNDER SPIRITS (JAP/US) 73%
Toshiba EMI, 8 Mbit
1 player, shoot-'em-up
A conversion of the well respected Mega Drive game *Thunderforce 3*, but it isn't as good on the SNES – slow-down spoils it! And no effort has been made to use any of the special features that the SNES offers – rather a missed opportunity.

TIME SLIP (UK) 60%
Vic Tokai, 8 Mbit
1 player, platform, SP14

A *Contra Spirits* clone, that's too easy and badly flawed.

TINY TOONS (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5
The ultimate in cartoon-style graphics, animation and sound, with bags of variety and challenge. It's in danger of being *too* cute, but it's impossible not to love it.

TKO BOXING (US) 38%
Alternative name: World Championship Boxing (JAP)
Sofel, 4 Mbit
1 or 2 players, sport
Boxing games are hard to pull off, this one's well presented, but the gameplay's simplistic and gets boring fast.

TOP GEAR (US/UK) 76%
Alternative name: Top Racer (JAP)
Kemco, 4 Mbit
1 or 2 players, driving, SP3
The screen is divided down the middle so two players can compete – it's dull as a one-player game. No smooth Mode 7 graphics or elaborate trackside detail, just lots of fast driving fun.

TOP GEAR 2 (UK) 74%
Kemco, 8 Mbit
1 or 2 players, driving, SP13
Nicely-presented, with a brilliant scrolling road, but this sort of driving game is nearing extinction.

TOTAL CARNAGE (UK) 63%
THQ, 8 Mbit
1 or 2 players, shoot-'em-up, SP14
The gore has gone and so has the action. Not nearly as good as the original.

TOYS (US) 24%
Absolute, 8 Mbit
1 player, shoot-'em-up, SP9
Very sad and boring film conversion, with awful graphics.

TRODDLERS (UK) 79%
Storm, 4 Mbit
1 or 2 players, puzzle, SP11
A cute *Lemmings*-like puzzler, with loads of levels and a strange addictiveness.

TURTLES IV: TURTLES IN TIME (JAP/US/UK) 84%
Konami, 8 Mbit
1 or 2 players, beat-'em-up, SP2
A great beat-'em-up. Superb graphics, some clever characterisation, frantic gameplay, and loads of levels mean plenty of fun. On the downside, it's repetitive, and is quick to finish.

2020 SUPER BASEBALL (JAP) 85%
K Amusement Leasing (KAC), 12 Mbit
1 or 2 players, sport, SP8
Baseball as it should be played (albeit by robots). A brilliant conversion of the top Neo Geo game.

ULTIMATE FOOTBALL (JAP) 51%
Sammy, 8 Mbit
1 or 2 players, sport
American football – what a crazy sport, eh? Still, that needn't prevent *Ultimate Football* from being a decent game. But this is so limited in scope and technical merit that it's only for real footy fans.

ULTRAMAN (JAP/US/UK) 35%
Bandai, 8 Mbit
1 player, beat-'em-up
At first it's laughable: a ridiculous-looking giant superhero beating up monsters that look like people in rubber suits. But that's how it's meant to be.

ULTRASEVEN (JAP) 45%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Funny, but tacky, Godzilla-style beat-'em-up, packed with totally ridiculous space monsters.

UNCHARTED WATERS (JAP/US) 37%
Koei, 8 Mbit
1 player, strategy, SP7
A naval strategy game where you sail around a map, trading goods, expanding your fleet and fighting other ships. It won't last you long – as it's all so boring.

UN SQUADRON (US/UK) 91%
Alternative name: Area 88 (JAP)
Capcom, 8 Mbit
1 player, shoot-'em-up, SP1
Brilliantly designed pseudo-conversion of the coin-op, and one of the best games on the SNES. It suffers from slow-down, but the action is still exciting. Sonically average, but graphically superb.

USA ICE HOCKEY (JAP) 60%
Jaleco, 8 Mbit
1 or 2 players, sport, SP8
Graphically fine, but with far too much slow-down to play a decent game of ice hockey. Go for *NHLPA Hockey* instead.

USHIO AND TORA (JAP) 35%
Yutaka, 8 Mbit
1 player, action, SP7
A very poor scrolling cut-'em-up, where you only have two moves and infinite continues. Adds nothing to the genre.

UTOPIA (US) 86%
Jaleco, 8 Mbit
1 player, simulation, SP14
A classy thinking man's game. Played with a mouse.

VANNA WHITE'S WHEEL OF FORTUNE (US) 19%
Gametek, 4 Mbit
1 to 2 players, quiz, SP2
A tedious quiz-show conversion. A guest appearance by Vanna White is the only reason we bothered to give it a mark.

VIRTUAL SOCCER (UK) 87%
Hudson Soft, 8 Mbit
1 or 2 players, sport, SP13
An excellent game of footy, though it can be a little frustrating at times.

VOLLEYBALL TWIN (JAP) 76%
Tonkin House, 8 Mbit
1 or 2 players, sport, SP4
Volleyball from the people who brought us *Super Tennis*. The slow scrolling tends to knacker your chances of receiving the ball from time to time, but otherwise it plays pretty solidly (and the Beach Volley is something else).

WAIALAE COUNTRY CLUB (JAP/US) 82%
T & E Soft, 8 Mbit + BB
1 to 4 players, sport
The second of three golf games all using the same programming and graphics (the others are *Augusta Golf* and *Pebble Beach*), but all representing different courses. Accurately depicted and probably the best golf series on the SNES.

WARPSPEED (US/UK) 32%
Accolade, 8 Mbit
1 player, shoot-'em-up, SP7
Dated and crudely presented space shooter in the *Wing Commander* mould. When you've got the brilliant *Starfox* to choose instead, there's no comparison.

WAYNE'S WORLD (UK) 26%
THQ, 8 Mbit
1 player, platform, SP9

'Not worthy, not worthy' – and we'd agree. Funny graphics, awful game.

WING COMMANDER (US) 60%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP5
A big 3D spaceship sim/shoot-'em-up-type thing. Overrated in its original PC form, and a less-than-sparkling SNES conversion doesn't help. But, having said that, it's not actually that *bad*.

WING COMMANDER: THE SECRET MISSIONS (UK) 64%
Mindscape, 8 Mbit
1 player, simulation, SP13
The sequel to the original *Wing Commander* doesn't add much to improve the title.

WINGS II (US) 71%
Alternative names: Sky Mission (JAP), Blazing Skies (UK)
Namco, 4 Mbit
1 player, shoot-'em-up/simulation, SP2
Not as impressive as the screenshots (see *SP2*) make it out to be, but it's still an attractive and atmospheric World War I game. The only existing Super Nintendo flight sim where you can actually shoot things

WORDTRIS (US) 40%
Spectrum Holobyte, 4 Mbit
1 or 2 players, puzzle, SP6
Tetris-based puzzle game, with potential. However, assorted glaring faults (chiefly that it gives you absolutely no time to think, resulting in far too great an element of luck) make it one to avoid.

WORLD CLASS RUGBY (JAP/UK) 74%
Imagineer, 4 Mbit
1 or 2 players, sport, SP6
The only rugby game on the Super Nintendo, and a good one at that. Imagine a polished *Kick Off* with odd-shaped balls and you're there.

WORLD HEROES (US) 77%
Sunsoft, 16 Mbit
1 or 2 players, beat-'em-up, SP14
A shameless rip-off of *Street Fighter II* – you'd have to be mad to buy it.

WORLD LEAGUE BASKETBALL (UK) 84%
Alternative names: NCAA Basketball (US), Super Dunkshot (JAP)
HAL, 8 Mbit
1 or 2 players, sport, SP4
This one's famous for its 3D graphics – the pitch spins and zooms in and out very impressively. It's got brilliant sound effects, and it plays great basketball. A bit confusing, but otherwise pretty fab.

WWF ROYAL RUMBLE (UK) 79%
LJN/Acclaim, 16 Mbit
1 or 2 players, sport, SP10
All your favourite WWF wrestlers in a game that had us crying with laughter. Badly flawed in one-player mode, but brilliant fun with two.

WORLD SOCCER (UK) 29%
Electro Brain, 8 Mbit
1 or 2 players, sport, SP1
The first football game to use Mode 7 throughout, but that doesn't save it from being the worst football game on the SNES.

XAK (JAP) ?%
Sunsoft, 8 Mbit + BB
1 player, RPG
Another Japanese overhead-view RPG, with fairly basic graphics and lots of incomprehensible text.

XANDRA'S BIG ADVENTURE (JAP) 85%
Namcot, 8 Mbit
1 player, platform, SP1
An obscure game that ought to be better known, with a great central character. The controls are versatile and unusual and the game's really tough. Lots of Japanese text spoils things, but if you're adventurous, it's great fun.

XARDION (JAP/US) 26%
Asmik, 8 Mbit + BB
1 player, shoot-'em-up/platform
From the makers of *D Force* comes another disaster! – an *ESWAT* clone. You control a robot through different zones, each with a guardian. Sounds okay, but dreadful graphics, awful sonics, and pathetic gameplay and structure ruin it.

X-ZONE (US) 55%
Kemco, 4 Mbit
1 player, shoot-'em-up, SP6
Nice bit of kit, that Super Scope – shame about the games. Oh dear.

YOSHI'S COOKIE (JAP) 76%
Bullet-Proof Software, 4 Mbit
1 or 2 players, puzzle, SP11
A fun *Tetris*-alike puzzle game, featuring jammy dodgers and ginger nuts.

YOSHI'S SAFARI (JAP) 69%
Nintendo, 8 Mbit
1 or 2 players, Super Scope, SP12
The best Super Scope game so far, with some nice graphics, but it's a bit too easy to finish.

YS III (JAP/US) 72%
Tonkin House, 8 Mbit + BB
1 player, RPG
Not as good as the prequel (*YS Books 1 & 2*) on the PC-Engine CD ROM, but this is still a top quality RPG. Instead of an over-view of the landscape, you get a scrolling side-on perspective. And though it's not as big as the first two games, it's great fun.

ZAN II (JAP) ?%
Wolf Team, 8 Mbit + BB
1 player, strategy
A pretty full-screen map view – and plenty of territory to conquer, but working out what else this game boasts proves very difficult. Another unintelligible-to-Brits war game. Impossible to judge.

ZELDA: A LINK TO THE PAST (JAP/US/UK) 93%
Nintendo, 8 Mbit + BB
1 player, RPG, SP2
A brilliantly designed and implemented adventure that puts similar games to shame. Though *Zelda* addicts may complain that it's not as long and drawn out as previus games.

ZOMBIES ATE MY NEIGHBORS (US/UK) 89%
Konami, 16 Mbit
1 or 2 players, shoot-'em-up, SP12
An innovative shoot-'em-up with plenty of monsters and lasting appeal.

Remember, if a game's not in What Cart? then write and let us know. Send the details, with a short review, to: What Cart?, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

FREE ADS

Hurrah! It's Christmas. And it's the ideal time to make use of *Super Play*'s Supermarket pages. Swap or sell those unwanted games-related Christmas presents for free!

SUPER MARKET

HARDWARE FOR SALE

● For sale: A600 1 meg, four months old, loads of latest games: *Flashback*, *Desert Strike*, mouse, joystick, *D Paint III*, Tecmo Sound Turbo, tips vids and mags. Too much to list. £250. Reluctant sale. Tel: Jon (0256) 464440.

● Amiga for sale: 1 megabyte, external drive, loads of good games, two joysticks and one mouse. £200 ono. Tel: (0442) 254876.

● Amiga A1200, six months old, boxed as new, guaranteed, two joysticks, mouse, mouse mat, four disk boxes, external floppy, over 100 games – Classics 8 (new), utilities, demos, PD. Bargain at £475 ono. Tel: (081) 529 4758.

● Amiga 500, 1 meg, loads of games (inc *Goal*, *Sensi Soc*), three joypads, two mice, free printer lead. £260 ono. Tel: (0279) 427984, after 4.30pm.

● Amiga 1200 with seven games, joystick, mouse and mat, dust cover, disk box. £200, or swap for UK SNES plus games. Buyer collects. Southend area. Tel: (0702) 297704.

● Amiga 1200 with £250 worth of top software, inc *F1GP*, *Sensi Soccer '93*, *Nigel Mans*, *John Madden*, *Pinball Fantasies* and *PGA Golf*. As new with two joysticks and mouse. Canon printer also available. £300. Tel: (021) 429 7343.

● Atari Lynx with five games, kit case, AC adaptor, battery adaptor and mags. Offers over £100. Tel: (0349) 853112.

● Atari Lynx with five games, car and mains adaptor. All boxed with instructions. Will sell for £80. Tel: Nick (0753) 655021, after 3pm, weekdays.

● Atari ST for sale. Excellent condition with 50 top games, dust covers and loads of mags. A bargain at £225 ono. Tel: (0602) 373200.

● Game Boy with two games. Excellent condition, boxed. Only £55 ono. Tel: Marc (0532) 561741, before 6pm.

● Game Boy, 12 games, two carry cases, Game Light and four-player adaptor. £170 ono. Tel: Neil (0623) 646694.

● Game Boy, eight months old, six games including *Mario* and *Castlevania*, Game Light magnifier, four-player adaptor, cleaning kit, charger and rechargeables. Excellent condition. Reluctant sale. £85. Tel: Jon (0256) 464440.

● Game Boy for sale with *Tetris* and *Gargoyles Quest*. Any offers. Tel: Colin (071) 652 3197.

● Game Boy for sale, £95. Top games including *Battletoads*, *SML2* and *Star Wars*. All leads and earphones. Tel: Tom (0392) 881432, after 4pm.

● Game Boy with six games, earphones, Game Link cable, Nuby light, large carry all case and other small ones. All boxed in brand new condition. Only £100. Tel: Tom (0992) 761443.

● Game Boy for sale, with five games including *Buria Fighter* and *Bart vs Juggernauts*. Worth £200, sell for £110. Tel: (0756) 791022.

● Game Gear for sale. A few months old and boxed as new. Three games, AC adaptor and battery pack included. Worth £220, sell for £120. Tel: Stef (021) 352 0735.

● Game Gear with *Sonic 1 & 2*, *Prince Of Persia* and *Crystal Warriors*, carry case and AC adaptor. Worth £230, sell for £100. Tel: (0458) 252529.

● Game Gear for sale. With game magnifier and Master System convertor. 10 games including *Sonic 1* and *2*, *Shinobi*, *Columns* and *Alien³* for only £180. Tel: (0865) 300977.

● Game Gear and games for sale. Six games including *Sonic 2*. Comes with deluxe carry case. All of above for £175. Tel: Matt (0202) 691544, after 4pm.

● Game Gear for sale, six games including *Sonic 1 & 2*, and *Columns*. AC adaptor, two-player link lead. All for an amazing £130 ono. Tel: (0253) 727631, after 4.30pm.

● GT for sale: eight games, battery recharging kit and rechargeable batteries. Boxed as new. Sell for £210 ono. Tel: (0272) 686258.

● Master System 2 with one control pad, built-in *Alex Kidd* game, plus *Speedball* and *Alien Storm*. For £20. Tel: (0277) 223454.

● Sega Master System 2 with 12 top games, two joysticks and a light gun with connecting leads. £100 no offers. Tel: (081) 464 3195.

● Mega Drive, two joypads, *Columns*, *Italia '90*, *Super Hangon*, *Sonic 1*. Boxed and still under guarantee. £70. Tel: (0272) 405795, after 6pm.

● Mega Drive with one joypad and four games (all boxed). Will sell for £150 ono. Also JAP *Axelay* for SNES, will swap for *NHLPA Hockey '93* (US/UK). Tel: (091) 224 0526.

● Mega Drive and Mega CD (UK), with *Sonic 2*, *PGA Tour 2*, also copies of *Mega*. Worth over £410, sell for £290. Tel: (0978) 754244.

● Mega Drive with three games, two joypads and all leads. Nearly new, vgc. Just £150. Tel: (0602) 322384, after 6pm.

● Neo Geo console (SCART), two games (*Fatal Fury* and *Sengoku*), two joysticks and Memory Card: £450. Tel: Colin (0793) 643811.

● Neo Geo (SCART 60Hz), one joystick, Memory Card and *Crosswords*. £240. Or swap for (SCART 60Hz) JAP, Mega Drive and Mega CD. Tel: (0634) 235426.

● Neo Geo, two joysticks, four games: *Fatal Fury*, *Fatal Fury 2*, *World Heroes*, *Eight Man*. All as new. Almost £1,000 worth, offers around £500. Tel: (0782) 786980, after 6pm.

● Neo Geo for sale, two joysticks, six games including *Fatal Fury 1 & 2*, *Super Sidekicks*. £600. Tel: Jeremy or Matt (081) 844 1688.

● Nintendo Action set for sale. One month old. Includes: light gun, *Duck Hunt*, *Mario* and *Duck Tales*. Excellent condition, only £55 ono. Tel: Nicola (081) 303 8914, after 6pm.

● Hey there! Got your attention. Bargain Nintendo for sale, nearly new. £20 with *Mario Bros 1* and two controllers. Tel: (0935) 824577.

● Nintendo for sale with three games included. £75 ono. Tel: (0734) 756761.

● NES for sale in excellent condition. This includes two controllers, zapper, robot and 13 great games. Cost £482. Now £220! Tel: Adrian (021) 779 5266.

● NES, Game Genie and five games: *Super Mario 3*, *Mario 1* and *Duck Hunt*, *Blades Of Steel*, *Kick Off*, *Bart vs World*, zapper gun and two controllers. All in cases. £180. Tel: (021) 477 8556.

● SNES with two control pads, *Mortal Kombat*, *Mario All Stars*, convertor, carry case and warranty. £150 ono. You must collect. Bucks area. Tel: Shane (0753) 646401.

● SNES (UK) and Super Scope, *Pilot Wings*, *Blazing Skies*, *Prince Of Persia*, Nintendo Scope 6, *Street Fighter II*, *Actraiser*, *Super Star Wars*, *Contra 3*, *Pilot Wings* and *Super Aleste*. £300. Tel: (0302) 884937.

● SNES with 18 UK games, three import games, Scope with cart and Game Gear with *Sonic*. £350 the lot. Tel: (0945) 780542.

● SNES plus two games including *Striker*, convertor, two joypads and carry bag. All for £120. Must collect. Tel: (0258) 452662, before 9pm.

● UK SNES with games for sale. Games include: *Smash TV* and *SFII*. Plus tips book worth £10 and Quickshot pad. I will sell for £200 ono. Tel: (061) 633 6384.

● Spectrum +2 with joystick and over £150 worth of games. Make excellent Christmas gift. £50 ono. Tel: (061) 498 0262.

● Three US magazines, £5 each, all September issues: *EGM*, *Mega Play* (all Sega), *Swat Pro* (tips mag). Tel: Chat (081) 573 4197.

WANTED

● Top rated SNES games. I will pay up to £26 each. Please phone me but not on Monday or Thursday evenings. Tel: (0422) 342749.

● Wanted: *Super Play* 2. Will pay up to £3. Must be in good condition. Tel: Robin (0760) 722501.

● SNES. Not bothered about games, just cheap, UK, JAP, US SNES. Make me an offer. Tel: Anthony (0904) 763232.

● Wanted: *Mortal Kombat* for SNES. Will pay good price! Tel: Alan (081) 949 7785.

● Wanted: Super Famicom with at least one game. Must have SCART lead. Tel: Peter (0462) 677113, after 5pm.

● SNES games wanted. Will pay good price for recent games in any quantity. Tel: (0527) 32230.

FANZINES

● Game swap. Club members sell/swap loads of games, get free noozesheet with tips/cheats/ cheap games, new and used etc. Join the biggest and best. Free info pack. Tel: (0274) 584809.

GAMES FOR SALE

● For sale: *Striker* (UK), *Mario Kart* (UK), *Bubsy* (US) and *Star Wars* (US), £30 each. *SFII* (US) £25, Super Scope (boxed) plus six games £30. 12 issues of *Super Play* £20. Tel: (0501) 743950.

● *Starfox* (US) £40, excellent condition. *Tiny Toons* (US) £33, *Star Wars* (UK) £38, *Axelay* (UK) £28, *NCAA B Ball* (US) £28, Action Replay £35. All in immaculate condition. Tel: (0946) 841362.

● *Super Play* mags 1-12 for sale, all in mint condition, including issues 1-3. £40 or will swap for 85% plus recent cart (UK), in mint condition. Tel: (0255) 851365.

● *Contra 3* (US) £30 as new, *Axelay* (JAP) £20, *Mario Kart* (JAP) £20, Action Replay £35 as new. No offers. Tel: (0452) 862194, after 6pm.

● I've gone mad, I'm selling all my SNES games for £5 each. *Mario*, *Zelda*, *SFII* etc. Tel: Dave (0602) 392713.

● *Lemmings* (UK), *Zelda III* (UK), *Mario Kart* (US), *Super Tennis* (UK), £32 each. Tel: (081) 968 6933, after 6pm.

● Games for sale: *Desert Strike* (US) £28, *Mario Paint* (US) £35. All boxed with manuals, mouse and mouse mat. Both for £60 + *Super Play* issues 2+3 free. Tel: (081) 856 5838.

● UK SNES games for sale. *Super Aleste*, *Super Castlevania*, *Desert Strike*. All £25. *Street Fighter II* £35. Tel: (0285) 712600.

● *Mario All Stars* (US), new and unopened, only £50. Also *UN Squadron* (US), boxed with instructions. Mint condition. Only £20. Tel: Philip (081) 205 7222.

● SNES games for sale: *Starwing* (UK) £35, *Star Wars* (UK) £30, *Bart's Nightmare* (UK, no instructions) £20. Tel: Simon (0562) 753330.

● *Turtles In Time* for sale, £30 ono, or will swap for any good game. Fully boxed, in good condition. Tel: David (091) 386 1391.

● *SFII* £30, *Zelda III* £25, *Super Smash* £20. All boxed, A1 condition, all UK. Must collect. Tel: Grant (061) 973 5217.

● Cheap SNES games: *Actraiser* £29, *Another World* £27, *Smash TV* £24, *Cybernator* £27, *Mechwarrior* £27, or swap for *Batman Returns* or other good games. Tel: (0622) 752945, 6.30-9pm.

● *SFII* (JAP). Sell for £40 or swap for *Starfox* (JAP). Game is boxed with instructions. Tel: Ken (0532) 408595.

● *Street Fighter II* £35, *UN Squadron* £30 ono. Both UK versions and in exc condition. Also *Super Play* issues 1-11 for sale, best offer excepted. Tel: (0543) 253635.

● SNES games for sale: *Desert Strike*, *Zelda*, *Top Gear*, *Street Fighter II*. All US. £25 each. Tel: (0865) 772261.

● *Street Fighter II* US cart for sale. Good condition. £40 or nearest offer. Tel: (0234) 341404.

● Magazines for sale. *Mean Machines* 1-26 £50 ono, *Super Play* 1-13 £25 ono, *NMS* 1-13 £25 ono. All exc condition. Tel: Horness (0527) 401788.

● US games: *Amazing Tennis* £27, *Lagoon* £25, *Hook* £22, *Wings 2* £22. JAP game: *Dinosaurs* (*Dino City*) £18. UK game: *King Arthur's World* £28. All ono. Tel: (0524) 32772.

● For sale: *Street Fighter II* and instructions (sorry, box got thrown away). Also SN ProPad, boxed, as new. North Wales area. Tel: Guy (0492) 622707, evenings.

● For sale: (US) *NCAA* for £28 and *Contra 3* for £25. Tel: John (081) 777 9122, after 3pm.

● *Tazmania* (US) £30, *Super Tennis* (US) £27, *Wrestlemania* (UK) £25, *F-Zero* (UK) £25. Tel: (081) 427 8015, after 5pm on weekdays.

● SNES games. US: *Mystical Ninja* £30, *Smash TV* £30, *Pilot Wings* £20, *Starfox* and convertor £45. JAP: *UN Squadron* £30, *F-Zero* £20, *Ghouls 'n' Ghosts* £30. Tel: Rik (0532) 503291, after 6pm.

● Four excellent games for sale: *Mario Kart*, *Super Tennis*, *UN Squadron* (*Super Play* classic) and JAP *Contra Spirits*. All games £30 each. Also Universal Adaptor £20. Tel: (081) 593 8048.

● *Final Fight 2* (JAP), brand new, £45. *Desert Strike* (UK), *Street Fighter II* (UK), £35 each. Tel: (081) 690 0721.

● For sale: Action Replay only £35. SNES games all scoring 93% plus in this mag, all under £30, except *SFII*. Ring for details. Tel: (0371) 850963.

● SNES games for sale. *F1 Exhaust Heat* (UK) £30, *SFII* (JAP) £30, *Super Mario World* (UK) £25. Tel: Jazz (081) 890 7602, after 4pm.

● I will sell *Pilot Wings* (UK) for £20, or swap for *Super Tennis* or *Prince Of Persia*. Tel: Martyn (0588) 673215.

● *Final Fight Guy* plus CD, £30 (JAP), *Final Fight* £25 (JAP), and *Super R-Type*, £20 (UK). All in good condition. Tel: (0703) 650882, after 6.30pm.

● For sale: UK *Addams Family* 1 £20, *Mortal Kombat*, as new £50. Tel: (0625) 511998.

● *Starfox*, brand new (JAP), unwanted present. Yours for a mere £35, or best offer. *Super Play* issue 3 £5. Tel: Jaime (071) 627 0491.

● SNES games for sale: *Cybernator* £30, *Starwing* £30, *Striker* £30, *Tiny Toons* £30, *SFII* £30, *Star Wars* £30, *Super Tennis* £30, *Super Probotector* £30, *Alien³* £30, *World League Basketball* £25. Tel: (0483) 763018.

● SNES games for sale: *Star Wars* £28, *Brawl Brothers* £26, *NCAA Basketball* £25, *Amazing Tennis* £24, *Castlevania* £18, *Spindizzy Worlds* £19, *Cybernator* £30, *Sim City* £20. And more. Tel: Kev (0872) 552650.

● SNES games for sale: *Tiny Toons* (JAP) £20, *Parodius* (JAP) £20, *Zelda III* (UK) £25. Or all three for £60. Tel: (0730) 266748, after 4pm.

● *King Of The Monsters* (US) £20, *Pilot Wings* (UK) £15, unboxed. *Super Tennis* (UK) £25, or swap for any good game. Tel: (0902) 331216.

● *The SFII* package! you get the game (US version), super adaptor, player's guide, the music CD and trading cards. All for only £50! Collection only. Tel: (081) 977 2294, after 5.30pm.

● *Street Fighter II* for sale, £35. I also have *Mario Kart*. Tel: Mez (0352) 740927.

● I have *Starwing*, *Zelda III* and *Krusty's* for sale. All PAL, around £25-£35. Buy in time for Christmas. Tel: (0667) 462031.

● Games for sale: *SFII* (JAP) £28, *Sim City* (US) £25, or both for £45. Tel: Daniel (081) 244 0750.

● US *Actraiser* £25, UK Game Genie plus codes £35, or swap for four manga videos. Must be *Urotsokodoji 1 & 2*, *Vampire Hunter D* and *The Bubblegum Crisis*. Tel: Lee (0670) 355537.

● For sale: *Super Mario Kart* (UK) £25, *Super Tennis* (UK) £25. Tel: (0684) 574191.

● SNES games for sale: *SFII* (JAP) £35, *Castlevania IV* (UK) £25, *Home Alone* (US) £20 plus free *Home Alone* T-shirt! Tel: Ling (0458) 42518, after 5pm.

● *Starwing* (UK) for sale, boxed and sealed with instructions. Everything in perfect condition. Worth £50, sell for £38. Tel: Douglas (0372) 464610, between 6-7pm or weekends.

● *Starwing* (UK) £35, *Street Fighter II* (US) £30, *Bart's Nightmare* (US) £25, *Mario World* (UK-unboxed) £20. Tel: (0245) 325607.

● *Street Fighter II* (US) £35, Universal Adaptor £10. *Street Fighter II* and adaptor £40. Also *Super Aleste* (UK) £27. Tel: (0344) 482269, after 6pm weekdays only.

● Urgent sale on brand new SNES games. *Starwing* £26, *Cybernator* £24, *Rock 'n' Roll Racing* £30 and more. Tel: Saty (081) 571 2734.

● SNES games for sale. *WWF* £25, *Lemmings* £30, *Super Parodius* £35, or all three for £85. All boxed, as new. Tel: Joe (081) 292 3719.

● UK SNES games. *UN Squadron* £30, *WWF Wrestlemania* £25, or both for £52. Both games in excellent condition with boxes and instructions. Tel: (061) 487 1051.

● SNES games clearance. *Super Star Wars* £30, *Fatal Fury* £30, *Techmo Super NBA* (US) £35. All immaculate. Sell or swap for *Cybernator* or *Waialae CC Golf*. Tel: Jon (0206) 382614.

MESSAGES AND EVENTS

● 38 mags inc *Total!* 4-19, 21, *NMS* 1, 2, 7, *GM* 1-9, *Super Action* 1, 11, *Super Pro* 5, *CVG* 134, *Mean Machines* 20, 21, 23, 24, Best of *MM* £1 each or £30 the lot. UK *Zelda* as new £25. Buyer collects. Tel: (0925) 59265.

● For sale: Issue 3 of *Super Play* plus *SFII* music CD, £10. Numerous magazines for sale. Tel: Roddy (031) 664 5646, after 4pm.

● *Super Play* issues 1-present day, *Super Pro* issues 1-present day, *Super Control* issues 1-present day. Offers. All magazines mint, with free gifts. Tel: Neil (0656) 732962.

● I'd just like to congratulate all you dudes who bought a US (or JAP) SNES, and commiserate with all the UK SNES owners out there. Au revoir.

SWAPS

● Swap Mega Drive with five games for PC Engine GT with one game or more. Tel: (0734) 663493, after 6pm.

● Swap *SFII*, *F Fight Guy*, *Parodius* and *Joe & Mac* for *Ranma 1/2*, *Mario All Stars* or any other decent games. *Kick Off* cart only for *Fatal Fury*, *Rushing Beat Run*, *Rival Turf*, *Golden Fighter* or any other games. Will separate. Want *Tuff E Nuff* for any game. Tel: (0582) 455461.

● Swap UK SNES, three controllers, eight games, including *SFII Turbo*, *Starfox*, *Star Wars*, *SM Kart* for Neo Geo, two pads and games (three to four). Tel: Phil (0905) 58457.

● Swap my *King Arthur's World* (UK) for your *Desert Strike* (UK), *Mickey Mouse* (UK), or *Alien³* (UK). Tel: Thomas (0823) 412201.

● Badly wanted. US SCART (60Hz) SNES. Will buy for £100 ono, but prefer to swap for UK SNES with two controllers, one SCART lead, four games and Action Replay (bargain!). All boxed, exc condition. US SNES must have one controller and one fairly good game. Call anytime please. Tel: Leon (0582) 664397.

● SNES swap service. Many games to choose from. Games also for sale, eg *SFII*, *Alien³*. Tel: Chris (0323) 640395.

● SNES games for swap from £5. I have over 70 games. Tel: Brian (0463) 221173, after 2pm.

● Free SNES exchange club. Help beat Nintendo's prices. Please ring with list of games for exchange. Remember all swaps are free. Tel: Phil (0474) 707254.

● *SFII*, *Desert Strike*, *Actraiser*, *Mario 4*, *Smash TV*. All boxed with instructions, for any other games. Must have instructions and box. I really want *Turtles*. Tel: (0275) 393806, after 4pm.

● Swap *Super Soccer* (UK), *Jack Nicklaus Golf*, *Populous* or *Super Ghouls 'n' Ghosts* (all US) for any decent games, especially motor racing or baseball. Tel: (0293) 540672.

● I'll swap my *Smash TV*, *Super Probotector* for *Mickey's MQ*, *Star Wars* or *Pilot Wings*. I'll sell my TopFighter for £55. Tel: (0784) 454544, after 7pm.

● Swap my (UK) *Tiny Toons* or (UK) *WWF Wrestling 1* for (UK) *Zelda 3* or (UK) *Final Fight*. Tel: Chris (0782) 614865, after 4pm.

● I will swap my *Starwing* (UK) and my *UN Squadron* (JAP) for *Cybernator*, *Shadowrun* or *Star Wars*. Other games considered. Tel: (0727) 873949.

● My *Super Star Wars*, *Cybernator* or *Prince Of Persia* (all UK) for your *Batman Returns* (UK). Tel: (0592) 743074.

● For swap: *Actraiser*, *Top Gear*, *Sim City*, *Prince Of Persia*, *Simpsons*, *Desert Strike* and *Pugsley's*. Especially wanted: *Tiny Toons*, *JM '93*, *Skins*, *Fatal Fury* and *Extra Innings*. Tel: (0924) 276000.

● Swap *Super Probotector*, *Dragon's Lair*, *Ghouls 'n' Ghosts*, *Desert Strike* (all UK) for *Addams Family 2*, *Super Parodius*, *Tiny Toons*, *Prince Of Persia* or *Alien³*. Tel: (0633) 855275.

● I will swap my *Spiderman & The X-Men* for any other decent SNES game (UK) or (US). Tel: Stuart or Nigel (0608) 650100, after 4pm.

● I will swap my *Mario World* for your *Pilot Wings*, *Chuck Rock*, *Mortal Kombat*. Or will sell for £30. Tel: (0525) 221733.

● Swap my *Street Fighter II* (US) for your *Batman Returns*, *Cybernator* or *Tiny Toons* (all UK or US). Or sell for £30. Other games considered. Tel: (081) 755 2148.

● I will swap my Super NES with 10 games: *Super Tennis*, *Super Soccer*, *Street Fighter II*, *Top Gear* and Super Scope plus six games, for Amiga (500-600) with some top games. Tel: Dan (021) 744 6915, after 3.30pm.

● Space epic *Star Wars* (US) swap for *Super Bomberman* (JAP), also swap *Pilot Wings* (UK) for *Super Mario Kart* (US or JAP). Tel: (0858) 466217, after 6.30pm.

● Swap *Super Star Wars* (US) for SNES Game Genie. Also *Super Probotector* (UK) for any good game (UK/US/JAP). Tel: (0742) 619674.

● Swap: *Addams Family*, *Pilot Wings*, *Super Tennis*, *Super Soccer*, *Super SWIV*, *Alien³*, *UN Squadron*, *Final Fight 2*. Wanted: anything considered. Tel: (0580) 819009.

● *Mortal Kombat*! Right, now, Master System, two pads, four games and a joystick. Can be used on any Sega, for a Mega Drive, two pads and *Streets Of Rage II*. Tel: Rich (081) 365 1180, after 4pm.

● For swap: SNES games: *Bart's Nightmare*, *Push Over*, *Mario Kart*, *Mario World*. Tel: Glen (0642) 633284.

● I have *Tiny Toons*, *Axelay*, *Sim City*, *Soul Blazer*. I want *Ranma 1/2* (*1* or *2*), *Final Fantasy 2*, *Dungeon Master*. Tel: (0622) 756637.

● Wanted badly: *Shadowrun* and a GamesMaster convertor for *Alien³* and *Populous*. Tel: Toby (0275) 462191.

● Swap my *Addams Family 1* for your *Chessmaster* (UK only). Glasgow area preferred. Tel: (041) 632 0410.

● Swap my *SFII* or *Desert Strike* for *Royal Rumble*, *Tecmo NBA Basketball*, *Final Fight II* or *Batman Returns*. Also Game Boy and three games for one of the above. Tel: (03552) 30106.

● Swap *SFII*, *Spiderman & The X-Men* and *Joe & Mac Caveman Ninja* for your games. All considered. Or sell for £20 each. Tel: Tom (0225) 336836, after 5pm.

● Swap *Street Fighter II* (UK) for *Lemmings* (US or UK), or sell for £35. Tel: (0276) 473940.

● I will swap all my 50 Sega mags for *Final Fight 2*, *Batman Returns* for the SNES or any decent game. Tel: Elliot (0223) 355068.

● Swap (US) *Super Star Wars* and £10 for Sega Game Gear plus game. Tel: (0232) 761878.

● SNES swaps: my *Castlevania* (no box) for *Super SWIV*/*Parodius*/*UN Squadron*. My *F-Zero* for *Pilot Wings*/*Smash TV*. UK only. Collection preferred. Tel: Neil (0926) 330770, evenings.

● SNES games to swap. My *Push Over* (UK) and *Addams Family* (UK) for your *Spiderman & The X-Men* (UK) or *TMNT 4* (UK). Will consider others. Tel: (0793) 617346.

● Swap my *Street Fighter II Turbo* for your *PitFighter*. No, seriously, I'm after (the obscure) *Syo The Seal*. I've several games to swap. Tel: (0707) 322170, after 6pm.

● I will swap any 20 of my magazines (*CVG* 15+ issues, *NMS* 6, amiga magazines, *WWF Wrestling* + more) for issues 1-11 of *Super Play* in vgc. My mags are in mint condition. Surrey area only. Tel: (0932) 843584.

● For sale/swap. 70+ mags inc *CVG*, *EGM*, *GamesMaster*, *Gamepro* and *Console XS*. Sell for £50 or swap for two SNES games ono. Tel: (061) 486 6654.

● Swap *Starwing* (UK) or *Madden '93* (US) for *Pebble Beach Golf* (UK/US), *Mortal Kombat* (UK/US) or *Waialae Country Club* (US). Newport/South Wales area. Tel: (0633) 894604.

● I will swap my *Xandra's Big Adventure* for *Another World* (UK), *Spiderman & The X-Men* (US/UK), or *Wayne's World* (US/UK). Tel: Pete (0761) 412840, after 6pm.

● Will swap my *Mickey's Magical Quest* (JAP) or *Rival Turf* (US) for any good games. Will swap both for *Super Mario Collection* or *Starfox* (JAP/US/UK). Tel: (091) 417 2978.

● Swap Game Boy plus three games with handy carry for SNES games. Wanted: *Axelay*, *Super Star Wars* and *Zelda III*, or any good games. Tel: (0908) 677140.

● SNES (UK) still boxed, exc condition, plus *Mario Kart*, *Pilot Wings* and convertor. Swap for Mega Drive (UK) plus games, or sell. Offers invited. Tel: (0359) 269437.

● I will swap any of the following: *Contra 3* (US), *F-Zero* (UK), *Super Wrestlemania* (UK), *Soccer Champ* (US), *UN Squadron* (US) for *Mario Kart*, *Pilot Wings*, *Bubsy*, *Hit The Ice*, *Lost Vikings*, *Super Pang*. Also *Batman Returns* for *Alien³*. All games considered! Tel: (0709) 896172.

● I will swap my UK *Mario All Stars* for US version. I will also give £5. Tel: Rida (0932) 866099.

● I will swap *Starwing* for *Super Bomberman*, or any other decent game. Will also sell for £40 ono. Hardly used. Tel: (0252) 512746.

● I will swap my *Pocky & Rocky* (US – *Kikikaikai*) for *Super Star Wars* (UK) or *Alien³* (UK). Box, book and game must be immaculate. SW London area. Tel: Michael (071) 376 5825.

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(SUPER PLAY 15)

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Instead we've made you this nice Neko-shaped snowman to look at. And unless you subscribe to *Super Play* we'll, er, knock it over.
(Reader's voice: It's uncannily Neko-shaped, I'd say.)
What?
(Reader's voice: The nose is the right colour and shape and everything.)
Well, we wanted it all to look convincing. We *were* going to pretend it actually *was* Neko, seeing as what a great Christmas present a *Super Play* sub would make. So, come on – subscribe, or the snowman becomes snowballs. (Reader's voice: It's even got whiskers like Neko's.)
Look – we don't do things by halves here at *Super Play*.
(Reader's voice: And there's something about the way it's looking at that robin on its head. In fact...)
Damn. They've rumbled us. Okay, that *is* Neko in there. And he's freezing. And unless you subscribe to *Super Play*, we're going to pelt him with snowballs till he cries. Christmas spirit? Humbug.

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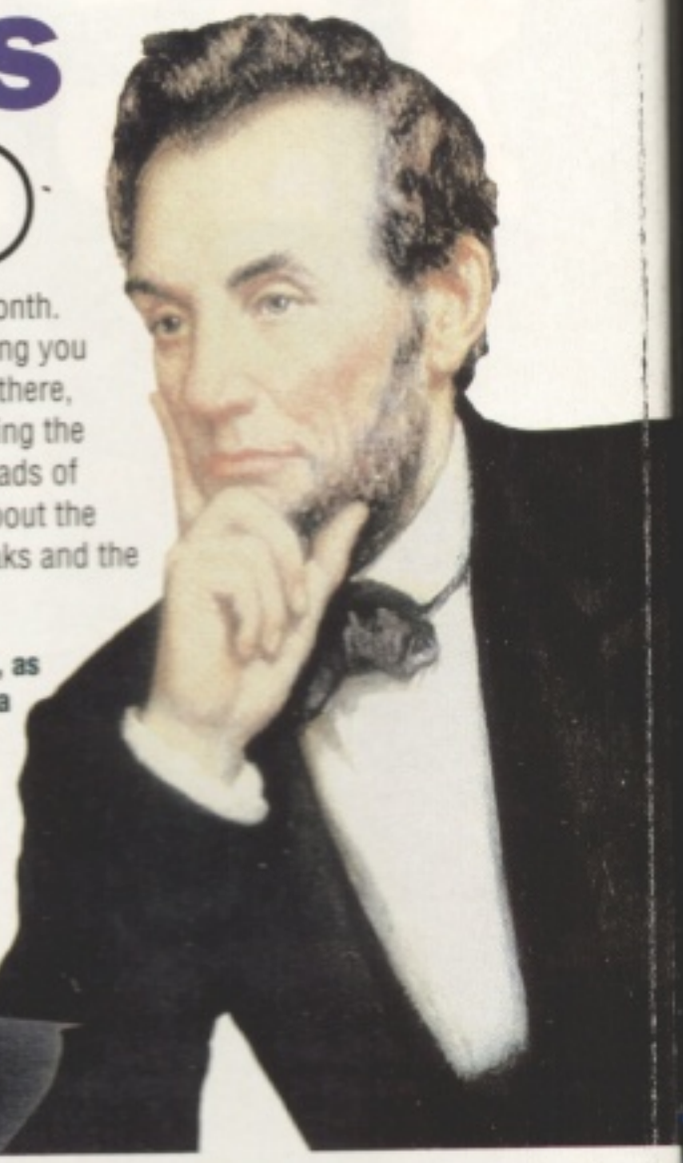
NEXT MONTH IN SUPER PLAY!

JAMES USA

James went to America this month. Git. And next month he'll be telling you about all the SNES things he saw there, like Westwood Studios, who're writing the SNES version of *Young Merlin*, and loads of other stuff. He'll probably also tell you about the great hotel he stayed in, the jacuzzi, the steaks and the Corvette if our experience is anything to go by.



Everything's bigger in America, as anyone who's ever sat through a Kevin Costner film will confirm.

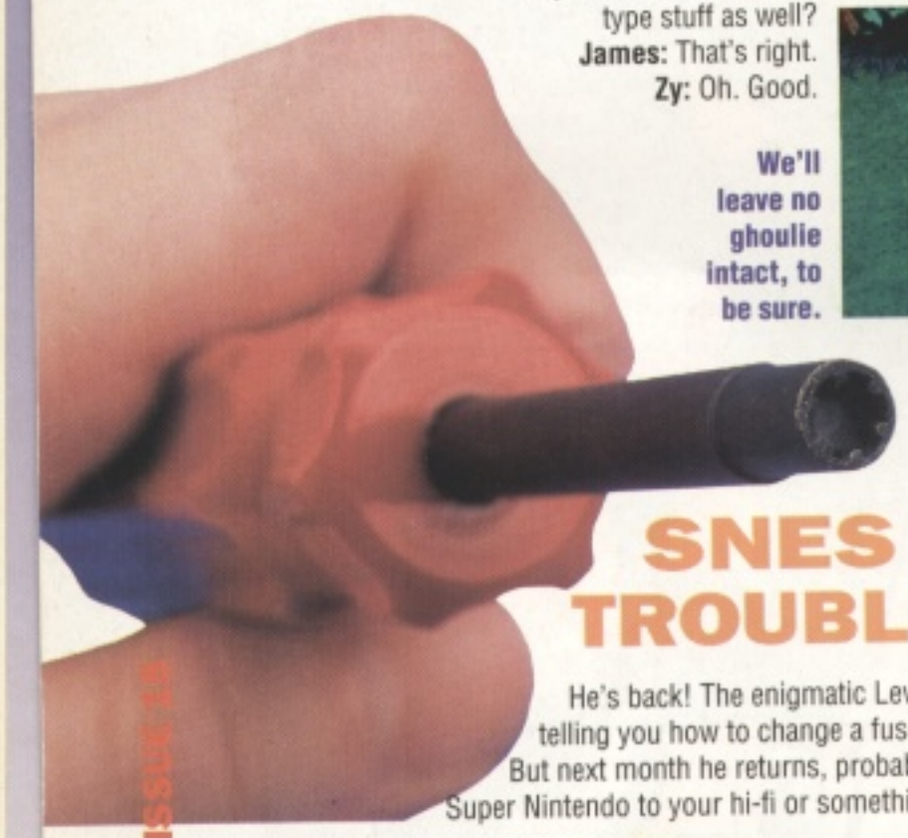
And their programmers are even wackier than ours.

TIPS!

Zy: So, James, what tips are we having in next month's *Super Play*, then?
James: Well, there'll be a Super Player's Guide to *Super Empire Strikes Back*, and one to *Zombies* as well.
Zy: And lots of Mode 7-type stuff as well?
James: That's right.
Zy: Oh. Good.

Find out what this is for next month.

We'll leave no ghoulie intact, to be sure.



JAPANESE GAMES: THE INSIDE STORY

Next month – straight up.

SNES TROUBLESHOOTER

He's back! The enigmatic Lewis Logaridis has been lying low since telling you how to change a fuse in your Super NES in issue 10. But next month he returns, probably going on about connecting your Super Nintendo to your hi-fi or something.

REVIEWS!

In issue 16 we'll be reviewing all those brilliant games we promised you in issue 14, but failed to deliver in issue 15, plus lots of other ones like:

- *Pinball Dreams*: Fabulous on the Amiga, incredibly good on the PC, and nob on the Game Boy. But how about on the SNES?
- *Actraiser 2*: Missed getting into this issue by an infuriatingly narrow margin, but we've played it and it looks tremendous.
- *Humans*: Lots of little people wander about in this puzzley platform game.
- *Brett Hull Ice Hockey*: With perhaps the best running commentary ever from top presenter Al Michaels.
- *Jim Power*: The elusive 3D specs game that we've yet to have a proper go on.
- *Flashback*: A fabulous platform game that so nearly made it into this issue.
- Plus! Plenty of super Japanese and American imports as usual. It'll be so good!

***Brett Hull*'s good (we've played it), but how will he fare against *Stanley Cup* and *NHL '94*?**

The graphics in *Actraiser 2* will have you reeling incredulously.

ISSUE 16 OF SUPER PLAY

will be let loose on 6 January. Start your New Year with, er, *Super Play* issue 16.

SUPER QUIZ ANSWERS

Struggling with the quiz in Super Express? We were too, until we found this set of answers. Hurrah!

EASY
1) Red, White, Blue, Black.
2) MAXIMUM.
3) He's reading an American car magazine. (Actually he's editing new Future mag *PC Gamer*.)

NORMAL
1) Lamborghini Diablo.
2) Blue Suede Goo.
3) A big desert-type thing.

HARD
1) Yuzo Koshiro.
2) 10.
3) He's the Overfiend (out of *Legend Of The Demon Womb*).

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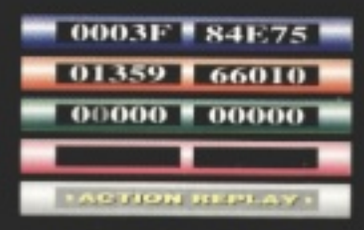

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